Emanuel Rew

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EDUCATION

U.C. BERKELEY
B.A. in Computer Science
Expected Dec. 2021 | Berkeley, CA
GPA: 3.807

COURSEWORK
Data Structures
Discrete Math & Probability
Linear Algebra & Differential Equations
Machine Structures
Algorithms
Security
Artificial Intelligence
Designing Information Devices & Systems
Game Design & Development
Database Systems
Internet Architecture & Protocols
In Progress:
Software Engineering
Principles & Techniques of Data Science

EXTRACURRICULARS
Upsilon Pi Epsilon - CS Honor Society
KALX Radio
Game Design and Development Club

SKILLS
Languages
- Python
- HTML/CSS/JavaScript
- Golang
- Java
- C#
- Ruby
- SQL

Other Technologies
- Docker
- Kubernetes
- React/Redux
- Flask
- Git
- Unity Engine
- Unix/Linux
- Fl Studio

LINKS
Github:// **github.com/hanyoungrew**
LinkedIn:// **linkedin.com/in/erew**
Personal://**www.emanuelrew.com**

EXPERIENCE

HEWLETT PACKARD ENTERPRISE | Systems Intern
May 2020 – Present | Santa Clara, CA
- Worked on the HPE Container Platform team to design and create an automated high availability solution for Kubernetes StatefulSets.
- Leveraged multiple RESTful APIs to monitor and manage node fail-overs, and containerized the solution for practical deployment.
- Built a web user interface in Flask and React for convenient configuration of the solution.
- Received offer to extend internship into the fall semester; Currently working on integrating said HA solution into HPE's **KubeDirector**, a project to simplify running complex stateful applications for distributed AI, machine learning, and big data analytics.

UC BERKELEY | Academic Intern
Jan 2019 – May 2019 | Berkeley, CA
- Assisted students with conceptual questions and debugging.
- Educated students on topics such as graph traversal and data structures.

SM HACKS | Operations Coordinator
Sep 2016 – Jan 2017 | San Mateo, CA
- As a founding member of San Mateo's first high school hackathon, planned for and secured essential logistics such as funding, workshops, and swag.
- Communicated with major companies and startups alike to plan technical workshops and to establish lasting partnerships.

PROJECTS

GENERIC 4X GAME | Unity, Mirror, C#
- Currently developing an extremely boring multiplayer 4X game.
- Utilizes Mirror networking API for client-server networking, with a dedicated server hosted on AWS EC2.

CIRCLES | React/Redux, Firebase
- Social productivity web application where the group keeps you accountable, i.e. someone in your "circle" checks you off for a completed task.
- Leverage Thunk middleware to handle asynchronous requests to Google's Cloud Firestore database.

SEED | Unity, C#
- Top-down arena game where horticultural entities duke it out!
- Led a team of total four students to create a game from the bottom up, pushing a development timeline and delegating tasks.

AUTOSUB | Flask, FFmpeg, Google Cloud APIs
- Web application that translates and burns subtitles into videos that users upload, with several translation language choices supported.