Gregory Jerian

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EDUCATION

University of California, Berkeley | Berkeley, CA

B.A. in Computer Science, **GPA: 3.889** **Jun. 2017 – May 2021**

- Coursework (selected):
  - Data Structures
  - Designing Information Devices and Systems
  - Principles and Techniques of Data Science
  - Web Design
  - Discrete Mathematics and Probability Theory
  - Multivariable Calculus
  - Great Ideas of Computer Architecture
  - Introduction to Teaching Computer Science

WORK EXPERIENCE

UC Berkeley EECS Department | Berkeley, CA

CS 61C Undergraduate Student Instructor **Jun. 2019 – Aug. 2019**

- Hold discussion and lab sections of over 30 students in addition to office hours
- Create assignments, write exam problems, and grade student work

EE 16A Lab Assistant **Aug. 2018 – May 2019**

- Answered student questions about assignments in lab sections of around 50 students
- Gave feedback on assignments to instructors and teaching assistants
- Performed auxiliary duties, including presenting in review sessions and grading

Computer Science Mentors | Berkeley, CA

CS 61B Group Tutor **Jan. 2019 – May 2019**

- Led small group tutoring sessions on Java programming and data structures
- Helped students navigate and understand difficult course concepts

Palo Alto High School | Palo Alto, CA

APCS Teaching Assistant **Jan. 2017 – Aug. 2017**

- Gave lectures on computer science topics to a class of around 20 students

City of Palo Alto | Palo Alto, CA

Lifeguard/Swim Instructor **Jul. 2015 – Aug. 2017**

PROJECTS

Game of the Amazons AI

- Created a Java version of a strategy game using the Java AWT platform
- Wrote an AI that uses a minimax tree to play out an entire game as either player

Trip Finder

- Created a Java program that uses A* algorithm to find the shortest route between two map locations
- Gives a printout of what roads to take and the distance taken for each one

Logical Expression Interpreter

- Worked in a group to develop a Java project that interprets logical expressions and generates truth tables using the Shunting Yard Algorithm

SKILLS

- Advanced proficiency in Java, Python (NumPy, pandas, iPython)
- Proficient in Git, HTML, CSS, SQL, C, Golang, LaTeX