Hank O'Brien

Email hank.obrien900@icloud.com
Website http://www.hankobrien.com/
GitHub hjobrien
LinkedIn linkedin.com/in/hankobrien

Education

University of California, Berkeley: B.S. Electrical Engineering and Computer Science,
Expected Graduation: 2020
Relevant Coursework: Data Structures (CS61b), The Structure and Interpretation of Computer Programs (CS61a), Linear Algebra and Differential Equations, Programming for Scientists and Engineers, Multivariable Calculus
GPA: 3.59

Skills

Languages: Java, Python (2 and 3), SQL (SQLite), JavaScript, Typescript, Scheme, Bash, MATLAB
Technologies: Git, Docker, Google Cloud Platform, AWS, JUnit, TensorFlow, JavaFX/Swing

Work Experience

Unnamed Stealth Startup **July 2017-Present**

- Developed Python application in Docker container for data analysis based on human speech
- Leveraged Google Cloud Platform for transcription and sentiment detection
- Created bash-based wrapper scripts to produce standalone application

Chief Engineer, FIRST Robotics Competition **September 2015-June 2016**

- Organized and led team in the design and fabrication of robot
- Rapidly identified and improvised fixes to problems in low-resource environment
- Interfaced with corporate sponsors, industry mentors, and high school students
- Led team to 2nd place in our district, the most successful season in team history

Clubs

Launchpad: Developer **December 2016-May-2017**

- Implemented Naïve Bayes classifier to generalize user queries
- Added thesaurus lookup to classifier, increased classifier's word bank by more than 5x
- Currently extending existing code base to dynamically support unknown words

Selected Projects

Homework Scraper **January 2017**

- Created Python tool that scraped my homework assignments from a course website every hour
- Started project to help me learn more about how different languages interact
- Developed my skills working with multiple languages in one project
- Demonstrates my ability to learn new technologies through applicable projects

Quadris **January-April 2016**

- Designed and implemented genetic algorithm that learned to play Tetris
- Implemented parallelized optimization by simulating multiple games concurrently
- Initiated project to help me learn about machine learning
- Collaborated with partner by teaching myself Git