Alan Nguyen

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY
Expected: Fall 2019

Computer Science, B.A.

> CS 194 / Computer Vision*
> CS 161 / Computer Security*
> CS 170 / Algorithms*
> CS 100 / Data Science

> CS 61C / Computer Architecture
> CS 61B / Data Structures
> Math 110 / Linear Algebra
> CS 70 / Discrete Mathematics & Probability Theory

Fall 2018

EXPERIENCE

FOX NETWORKS
Summer 2018

Software Engineering Intern

> Deployed a cloud-based analysis tool to perform 24/7 live stream monitoring across 200+ TV stations. **[Node.js, SQL, AWS]**
> Prototyped an image detection feature for HLS live streams using GStreamer, AWS Rekognition, and DeepLens. **[C, Python, AWS]**

UNIVERSITY OF CALIFORNIA, BERKELEY
Spring 2018

Academic Intern

> Assisted approximately 1400 students with CS61B, the premier data structures course at UC Berkeley.
> Provided feedback and solving technical problems regarding class material.
> Mentored students in office hours and labs regarding concepts, homework, classwork, and projects.
> Wrote guides to assignments and projects for easier student comprehension.

PROJECTS

COLOUT
Fall 2018

> Architect a data visualization platform that classifies an entire artist's discography into specific colors. **[Node.js]**
> Create an audio visualizer based on certain audio features derived from Spotify's Web API. **[Three.js], Node.js]**
> Implement simplex noise for vertex and fragment shaders. **[C++, GLSL]**

GITLET
Fall 2017

> Constructed a variation of git from scratch. **[Java]**
> Designed a wide variety of git commands, not limited to: pull, push, checkout, fetch, commit. Also expanded these commands for compatibility with remote repositories.
> Serialized and deserialized commits and blobs as an efficient data structure for file storage.
> Implemented SHA-1 hashing in order to identify unique commits and blobs.

AUDIOCRAWLER
Spring 2017

> Investigated deep learning and music genres during LAHacks 2017 with a group of four. **[Python, Keras, Librosa]**
> Processed a music database of 10,000 songs, then used audio spectrograms in order to classify music genres.
> Predicted music genres based on user input with a long short-term memory (LSTM) neural network.

SKILLS

> LANGUAGES: Java, C, Python, JavaScript, HTML, CSS, Go, SQL
> TECHNOLOGIES: Node.js, React, Spark, Pandas, AWS, Keras