

EXPERIENCE

ACADEMIC INTERN

Spring 2018 - Present

University of California, Berkeley | EECS

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

EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

2017 - 2019

Computer Science, B.A.

GPA: 3.4/4.0

- > CS 100 / Data Science*
- > CS 170 / Efficient Algorithms & Intractable Problems*
- > CS 61C / Machine Structures*
- > CS 61B / Data Structures
- > CS 61A / Structure & Interpretation of Computer Programs
- > Math 110 / Linear Algebra
- > CS 70 / Discrete Mathematics & Probability Theory

* Spring 2018

DE ANZA COLLEGE

2015 - 2017

Mathematics & Computer Science

GPA: 3.75/4.0

- > CIS 22C / Data Abstraction & Structures
- > MATH 1D / Multivariable Calculus
- > MATH 2B / Linear Algebra
- > MATH 10 / Elementary Statistics

PROJECTS

GITLET

Fall 2017

- > Constructed a variation of git from scratch in 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 in order to create an implicit data structure with efficiency.
- > Implemented SHA-1 hashing in order to identify unique commits and blobs.

DATABASES

Fall 2017

- > Independently designed a scaled-down version of a relational database management system.
- > Constructed a restricted dialect of SQL in Java in order to communicate with the database consisting of a sample of UC Berkeley student data.
- > Organized student data using HashMaps and ArrayLists.

AUDIOCRAWLER

Spring 2017

- > Investigated deep learning and music genres during LAHacks 2017 with a group of four. Used Python, TensorFlow, and 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 LSTM neural network.

SKILLS

- > EXPERT: Java, C/C++, Python, Git, \LaTeX
- > PROFICIENT: React, HTML/CSS, JavaScript
- > PRIOR EXPERIENCE: TensorFlow, Keras, SQL