

Ian Dong

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Aspiring computer software engineer with 5+ years of experience in programming and theoretical computer science and adept at using Java, Python, C++ in producing efficient and readable code

Education

University of California, Berkeley

Berkeley, CA

Computer Science & Data Science B.A. 3.96 GPA

Aug 2021 – May 2025

Relevant Coursework:

- Structure of Computer Programs, Linear Algebra, Foundations of Data Science, Data Structures, Discrete Math
- Machine Structures, Efficient Algorithms, Principles of Data Science, Probability and Random Processes
- Database Systems, Computer Security, Artificial Intelligence, Optimization Models, Machine Learning

Experience

College of Computing, Data Science, and Society

Berkeley, CA

DATA 100 UCS1

August 2023 – Present

- Created rubrics for homework and exams and graded assignments
- Hosted office hours for students to ask questions related to course material

Amazon

New York City, New York

Software Engineer Intern

May 2023 – Aug 2023

- Utilized AWS Glue, Andes, and Cradle to summarize Close-Match relationship data and SI impact for RME jobs
- Created publishing library to extract and load S3 files into Glue tables and crawl partitions into Andes tables

UC Berkeley Electrical Engineering & Computer Sciences (EECS)

Berkeley, CA

CS 70 UCS1

June 2022 – Present

- Created rubrics for homework and exams and graded assignments
- Hosted office hours for students to ask questions related to course material

App Orchid Inc.

San Ramon, CA

Software Engineer Intern

May 2022 – Oct 2022

- Tested and reported on the quality of extraction processes through contract solutions that leveraged pre-built knowledge graphs, context-based reasoning, and natural language inference

Projects

CV for Nutrition

May 2023

- Utilized Keras and InceptionV3 to build a CNN model to identify foods from photos and produce nutritional facts
- Worked with transfer learning to fine-tune the model to increase classification accuracy

WordleWise

Mar 2023

- Developed a Python model applying entropy and mutual information principles to optimize word guesses in the popular Wordle game.
- Based model on calculating the uncertainty in word choices and determining the most informative guesses to maximize word-guessing efficiency

Skills

Technical Skills: Agile Software Engineering, Systems Design, OOP, Full Stack, Frontend, Backend

Statistics/Machine Learning: Statistical Analysis and Modelling, CNN, Deep Learning, NLP, Computer Vision

Languages: Java, Python, C++, R, SQL, HTML, CSS, Javascript

Libraries and Frameworks: Git, Jira, NumPy, Pandas, Matplotlib, Seaborn, Node.js, React, Express, MongoDB

AWS Cloud Computing: S3, Glue, EC2, Lambda, Athena, RedShift, CloudWatch

Awards

USACO GOLD: Gold Division

Jan 2021

AMERICAN INVITATIONAL MATHEMATICS EXAMINATION (AIME) Qualifier:

Mar 2019