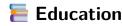
Ian Dong

indong@berkeley.edu (925) 596-8235 in LinkedIn: www.linkedin.com/in/ianhdong

Aspiring computer software engineer with 4+ years of experience in programming and theoretical computer science and adept at using Python, Java, C++ in producing efficient and readable code



University of California, Berkeley

Berkeley, CA

Computer Science B.A. 4.00 GPA

Aug 2021 - May 2024

Relevant Coursework:

- CS 61A: Structure and Interpretation of Computer Programs (A)
- Math 54: Linear Algebra and Differential Equations (A+)
- Introduction to Full Stack Development (Concurrent Enrollment)
- CS 61B: Data Structures (Concurrent Enrollment)
- CS 70: Discrete Mathematics and Probability Theory (Concurrent Enrollment)
- DATA 8: The Foundations of Data Science (Concurrent Enrollment)

Activities: MI2 @ Berkeley, Cloud at California



Cloud at California Berkeley, CA

Cloud Operations Engineer

Jan 2022-Present

- Member of a consulting group led by UC Berkeley students that aims to build and support the next generation of cloud engineers
- Chosen to work with other cohorts of students on several projects and become cloud certified as well as develop proficiency in Amazon Web Services (AWS)

UC Berkeley Electrical Engineering & Computer Sciences (EECS)

Berkeley, CA

CS 61A Academic Intern

Jan 2022 - Present

- Assisted in weekly CS 61A labs; on average facilitated 15+ student requests
- Helped students debug their code, resolved any logistical concerns, and supplemented learning with mini-lectures

MATHCOUNTS

Pleasanton, CA

MATHCOUNTS Head Coach

Sep 2017 - Feb 2021

- Wrote weekly worksheets and lectured on course content to enhance their math skills
- Assessed learning styles of each student and adjusted teaching style accordingly to the results.

Projects

Scheme Interpreter Nov 2021

- Developed an interpreter for a subset of the Scheme language coded entirely in Python
- Required a significant understanding of lexical and syntactic analysis as well as input parsing

Ants Oct 2021

- Built a single player tower defense game similar to Plants vs Zombies using Python
- Focused on the principles of object-oriented programming

Cats Oct 2021

- Created a multiplayer, typing-based game with Python
- Focused on the fundamentals of recursion and list manipulation to design an autocorrect feature

Hog Sept 2021

- Coded a multiplayer, dice-rolling game that implemented rule-based AI using Python
- Focused on the foundations of assignment, higher order functions, control, and iteration

Blythe Mental Hub Nov 2019

 Partnered with cross functional teams to develop a mental health hub designed to connect people in need of support using HTML and CSS



→ Proficient: Python, Java, Latex, Git/Terminal, VSCode/Intellij, SQL, C++, JUnit

Novice: HTML, CSS

Awards

LeetCode Coding Ranked; Ranked 2316 globally

Aug 2020 - present

USACO GOLD; Gold Division

Jan 2021 Mar 2019

AMERICAN INVITATIONAL MATHEMATICS EXAMINATION (AIME) Qualifier; 1x Recipient