

# Ian Dong

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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

## 📖 Education

### University of California, Berkeley

Computer Science B.A. 4.00 GPA

Berkeley, CA

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

## 🧰 Experience

### Cloud at California

Cloud Operations Engineer

Berkeley, CA

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)

CS 61A Academic Intern

Berkeley, CA

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

MATHCOUNTS Head Coach

Pleasanton, CA

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

## Skills

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

 **Novice:** HTML, CSS

## Awards

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**LeetCode Coding Ranked;** Ranked 2316 globally

Aug 2020 – present

**USACO GOLD;** Gold Division

Jan 2021

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

Mar 2019