Jackie Pei

jackiew@berkeley.edu | (949) 313-8175 | LinkedIn | GitHub

Education

University of California, Berkeley   **2020-Present**
- B.A. Computer Science, Minor in Data Science
- 3.8/4.0 GPA, expected graduation: May 2024
- Relevant coursework: Data Structures, Computer Architecture, Algorithms, Database Systems, Probability & Random Processes, Principles of Data Science
  In Progress: Machine Learning
- Organizations: Computer Science Mentors, Association of Women in EE/CS, AFX Dance

Tesoro High School   **2016-2020**
- GPA: 3.96/4.0, Weighted GPA: 4.73
- Honors: Scholar of Scholars (rank 1/621), National Merit Finalist, National AP Scholar, Science Olympiad Team Captain

Work Experience

AFX Tech - *Frontend Developer*   **September 2022-Present**
- Developing the roster web app (Python and JavaScript) for AFX Dance at Berkeley
- Creating pages using Vue.js that display and filter 1000 dancers' information for auditions, team switches, form submissions, etc.

UC Berkeley EECS – *Teaching Assistant (June 2022-), Tutor*   **August 2021-Present**
- Lead weekly lab and discussion sections of 40 students each and hold office hours for CS 61A: Structure and Interpretation of Computer Programs, UC Berkeley's introductory computer science course with up to 2000 enrolled students
- Teach functional, declarative, and object-oriented programming in Python, Scheme, and SQL
- Manage a group of ~30 course tutors and create course content/assignments

Computer Science Mentors (CSM) - *Junior, Associate Mentor*   **January 2021 – May 2022**
- Led weekly small group tutoring for CS 61A at UC Berkeley to supplement course sections
- Composed topical review resources for mentors to review before teaching

Projects

Bird Journal Web App   **2022**
- Deployed a web app previously hosted on Heroku written in HTML/CSS and Python
- Functionality includes user log-in form submissions with bird-sighting information, which is organized in an AWS PostgreSQL

Build Your Own World   **2021**
- Collaborated with a partner to design and implement a 2D tile-based world exploration engine
- Generated a pseudo-random explorable world with walls and hallways

Gitlet   **2021**
- Designed and implemented a version-control system (subset of Git) from scratch using Java
- Commands include: init, add, remove, branch, checkout, log, status, merge

Skills

- Programming Languages: Python, Java, C, SQL, MongoDB, RISC-V Assembly, Scheme, HTML, CSS, JavaScript
- Technologies: Git, Docker, JUnit Testing, macOS