

Janna Golden

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EDUCATION

University of California, Berkeley

Expected May 2016

Majors: Computer Science, Cognitive Science

College GPA: 3.625

Relevant Coursework

- Structure and Interpretation of Computer Programs
- Data Structures
- Machine Structures
- Discrete Mathematics and Probability
- Linear Algebra and Differential Equations
- Artificial Intelligence

WORK EXPERIENCE

Undergraduate Student Instructor – EECS Department, CS 10

01/14 – Present

- Teach labs biweekly and discussion weekly
- Work with other UGSIs and the professor to construct assignments, projects, and exams
- Hold office hours weekly

Research Assistant – Cognition and Action Lab

11/14 – 01/14

- Help to write code in C for the program used by subjects during testing

Reader – EECS Department, CS 10

08/13 – 01/14

- Graded student assignments including homework, projects, and exams
- Constructed rubrics for assignments

LEADERSHIP EXPERIENCE

Vice President Finance – Delta Gamma Fraternity

01/14 – Present

- Construct and manage a \$750,000 budget
- Pay bills and manage other VPs' and directors' budget
- Collaborate with other vice presidents to solve internal problems

Director of Funds – Delta Gamma Fraternity

01/13 – 12/13

- Managed apparel account and member fines
- Assisted VP Finance in other duties

Lab Assistant – EECS Department, CS 10

06/13 – 08/13

- Helped students in CS10 lab complete lab exercises

Intern – ASUC AAVP

08/12 – 05/13

- Worked with other interns and the AAVP to create a website for UC Berkeley students with study spaces around and on campus

PROJECTS

Pacman Search and Games – Python

09/14

- Used iterative deepening, breadth first search, A* search (created heuristics that are both admissible and consistent), minimax, and expectimax algorithms to find the best path for Pacman in different scenarios
- Designed agents for classic Pacman and implemented reflex agents

LIFC Compiler – C, MIPS

07/14

- Wrote a compiler from the homebrew language LIFC to MIPS
- Wrote code that tokenized and parsed LIFC and then generated MIPS code

Network – Java

03/14

- Created a board game which can be played against a human player or a computer program (AI)
- Used the minimax algorithm with alpha-beta pruning to find the best move for the computer

SKILLS

Java, Python, C, Git, Scheme, MIPS

ACTIVITIES AND HONORS

Dean's Honors List

Fall 2012, Spring 2013

Honors Societies: Golden Key, National Society of Collegiate Scholars