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 – 01/15

- 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 – 12/14

- 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, HTML, CSS, C, Git, Scheme, MIPS

ACTIVITIES AND HONORS

Dean's Honors List Fall 2012, Spring 2013
Honors Societies: Golden Key, National Society of Collegiate Scholars