





JENNA-KAELYN HUANG

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University of California Berkeley

Computer Science
December 2018

Coursework:

CS 61A (Python)
CS 61B (Java and
Data Structures)
CS 70 (Discrete Math
and Probability)
CS 188 (Artificial Intelligence)
CS 170 (Algorithms)



Languages

Java | 5/5
Python | 5/5
HTML | 4/5
C | 4/5
Scheme | 4/5
SQL | 2/5

Tools

Github
Bitbucket
Photoshop
Illustrator
IntelliJ
Vim
Valgrind



Interests

Concerts
Music Festivals
Teaching
Storytelling
Interior Decor
Jeopardy
Reddit



Incoming Software Engineer Intern

Uber | Fall 2017 | San Francisco, CA

Software Engineer Intern

Pandora Media | Oakland, CA | May 2017 - Present

- Working with the Playlist Team to utilize machine learning for music information retrieval, signal processing, and recommender systems to improve and perfect personalized radio

CS Instructor

Girls Who Code | Albany, CA | August 2016 - Present

- Currently leading a class of 25 girls ages 10-14 at the Albany Public Library hosted by Girls Who Code
- Planning and presenting lessons using basic HTML, Python, Scratch to teach the GWC Core4: loops, conditionals, variables, and functions
- Working together with GWC to build the largest pipeline of female engineers in the US and close the gender gap in STEM
- Acting as both a CS mentor/peer as well as a female engineering role model for my students

CS61B Nonprofit Tutor

UC Berkeley | Berkeley, CA | September 2016 - Present

- Tutoring ~5 CS61B students with specifics in graph theory, the Java language, asymptotics, sorting algorithms, and data structures
- Hosting bi-weekly review sessions for midterms and monthly project parties to prepare students for exams and guide them through projects



BearMaps

(Java, Apache Maven)

- Developed an interactive web mapping API of Berkeley that provides shortest distance routes to desired destinations as well as an auto complete search engine for defined locations
- Used Apache Maven and Java Spark as the server framework to translate the Java parameters into JSON to display the map
- Utilized the OpenStreetMap project for the XML files parsed

Editor

(Java, JavaFX)

- Built a JavaFX text editor with the following basic features: cursor, word wrap, font size changes, open and save, window resizing
- Designed an API from scratch (no starter code, open design implementations)