JEROME WEI

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EDUCATION

University of California, Berkeley *2017-*
B.A. Computer Science

SKILLS

Programming Languages	C/C++, Python, Java, Javascript
Software & Tools	Unix, PyTorch/TensorFlow, Git, AWS

RELEVANT EXPERIENCE

University of California, San Francisco August 2020 - January 2021
Intern, Keiser Lab

- Worked alongslide contractor Slalom to deliver an enviroment for training melanoma stage classification models. Responsible for writing scalable and portable data preprocessing scripts, performing data analysis, and acted as a go-between Keiser Lab and Slalom.
- Trained model on histopathological data and ran experiments to understand robustness, effects of artifacts and blur, and interpretable results.

Lawrence Berkeley National Laboratory January 2019 - November 2019
Undergraduate Student Assistant

- Researched novel ways to speed up and refactor EnergyPlus codebase, a building energy use simulation software. Wrote framework to test refactored methods, tracking error and memoization properties such as miss rate and hash collision rate.
- Achieved up to 300% speedup on select functions.

Computer Science Mentors January 2019 - May 2019
Junior Mentor, CS70 (Discrete Mathematics and Probability Theory)

- Lead weekly mentoring groups for CS70. Sections focus on solidifying students' understanding of concepts covered in lecture and discussion. Prepare weekly lesson plans that provide coverage of material and cater towards individual learning styles.

Map2Next August 2018 - December 2019
Intern, Software Engineering

- Designed framework for automatically scraping information from web pages into abridged format. Scaled with parallel downloads and used Selenium for cases where HTML parsing wasn't sufficient.

SELECTED PROJECTS

Chess Engine A fully functional chess engine, written in C++ from scratch. Strength of 2000 ELO based on average performance against other engines.

"Wikigame" solver A method to scrape Wikipedia with breadth-first search and use the resulting graph to find shortest path between articles.

GraphsViz Virtual Reality visualization of graph traversal algorithms, made in Unity C#.

ChocoPy Compiler A compiler for a statically typed dialect of Python 3, for CS164. Worked in a small group on three stages: lexer, parser, and code generator.