

JEROME WEI

(510)-833-0536 | jeromew@berkeley.edu | [github](#) | [linkedin](#)

EDUCATION

University of California, Berkeley
B.A. Computer Science
Minor in Mathematics

2022

SKILLS

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

RELEVANT EXPERIENCE

Amazon Web Services
SDE I

May 2023 - November 2023

- Joined IoT RoboRunner team.
- Wrote unit tests, diagnosed and addressed issues in CI/CD pipeline, and conducted code reviews.

Amazon Web Services
SDE Intern

May 2022 - August 2022

- Implemented and delivered both milestones of intern project with AWS Robotics team involving AWS Green-grass, internal CI/CD, and robotics middleware.
- Delivered detailed design document including precise customer requirements, implementation plan, and high-level architecture diagrams.

University of California, San Francisco
Intern, Keiser Lab

August 2020 - January 2021

- Responsible for writing scalable and portable data preprocessing scripts, and performing data analysis.
- Trained model on histopathological data and ran experiments to understand model robustness, effects of artifacts and blur, and interpretability.

Lawrence Berkeley National Laboratory
Undergraduate Student Assistant

January 2019 - November 2019

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

Computer Science Mentors
Junior Mentor, CS70 (Discrete Mathematics and Probability Theory)

January 2019 - May 2019

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

SELECTED PROJECTS

Crossword Solver Crossword puzzle desktop GUI and backend written in C++ able to solve small crossword puzzles using custom backtracking algorithm.

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