JEROME WEI

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EDUCATION

University of California, Berkeley *2017-2019, 2021-2022*
B.A. Computer Science
Minor in Mathematics

SKILLS

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

RELEVANT EXPERIENCE

Amazon Web Services May 2023 - November 2023
SDE I

- IoT RoboRunner team

Amazon Web Services May 2022 - August 2022
SDE Intern

- Implemented and delivered both milestones of intern project with AWS Robotics team involving AWS Greengrass, internal CI/CD, and robotics middleware.
- Delivered detailed design document including precise customer requirements, implementation plan, and high-level architecture diagrams.
- Presented and demonstrated my work with Greengrass to interested outside team in context of their specific technical needs.

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

- 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.