Jessie Yang

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Education

UC Berkeley   Electrical Engineering and Computer Science

Coursework
- Data Structures & Algorithms
- Designing Information Devices and Systems I & II
- Artificial Intelligence (In Progress)
- Discrete Math and Probability (In Progress)

GPA   3.84 / 4.00

Expected Grad.   May 2019

Skills

Proficient with...
- Java, Python, Scheme, SQL
- Git, LaTeX, Microsoft Office
- Spanish language

Familiar with...
- HTML/CSS
- Adobe Illustrator, Photoshop
- GIMP

Work Experience

August 2016 - Present

UC Berkeley EECS Dept. - EE 16A Administrative TA
- Facilitate overall course experience
- Hire course staff
- Create exam problems
- Answer admin questions
- Schedule meetings

June 2016 - August 2016

WRKSHP (formerly PennyPop) - Android Intern
- Developed code for a mobile game with libGDX and in-house engine
- Resolved 200+ bugs and implemented small features
- Created internal tools and tests

January 2016 - May 2016

UC Berkeley EECS Dept. - EE 16A Academic Intern
- Debug course content and create diagrams
- Assist TAs by guiding students in course labs
- Grade homework and provide feedback

Projects

keymix.
dvp.st/1pqDz8r

Soundboard operated with computer keys. Enables users to upload, map, and remix sounds. Created with JavaFX during Hacktech 2016. Developed UI/UX design and back-end.

Puff the Puffin
github.com/n-patel/puffin

Android infinite-runner game prototype developed with the libGDX engine during Cal Hacks 2015. Produced art assets, developed code to integrate said assets, and debugged code.

Extracurriculars

August 2015 - Present

Hackers@Berkeley - Officer
- Organize and host hackathons, workshops, and other events
- Design promotional art and materials
- Collaboratively manage club operations

May 2016 - Present

Berkeley Builds - Director

BB is a designathon in which participants devise solutions for nonprofits.
- Plan and excecute day-of logistics
- Design marketing materials
- Contact corporate sponsors