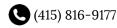
## JOE KUANG







Education University of California, Berkeley June 2015 – December 2017 (Expected)

Electrical Engineering & Computer Science, Bachelor of Science

Cumulative GPA: 3.91

Coursework Completed: Data Structures, Machine Structures, Artificial Intelligence

In Progress: Algorithms, Network Architecture, Computer Security

Employment **Undergraduate Researcher**  August 2016 - Present

& Experience

NetSys Lab, UC Berkeley

Research focused on SDN and discrete event network simulation under the mentorship of Murphy McCauley; advised by Professor Scott Shenker.

Software Engineer Intern

May 2016 - August 2016

Micron Technology, Inc.

Maintained the automation software as part of the SSD Validation and Test Automation team. Facilitated and provided support for various testing groups (Firmware, API, Regression). Developed a tool to oversee and manage server inventory.

Lab Assistant

January 2016 - May 2016

CS61B, UC Berkeley

Guided students in lab sections for Data Structures. Assisted TA's in office hours and homework 'parties'. Dedicated time for answering students' questions on Piazza.

Head of Technology

October 2015 - Present

Cal Animage Alpha, UC Berkeley

Headed a complete redesign of the CAA main page. Hosted weekly showings throughout the semester. Responsible for maintaining CAA tech assets.

**Programming Tutor** 

August 2014 - May 2015

MESA, Cosumnes River College

Provided tutoring for CRC students in all offered programming courses. Held impromptu review sessions throughout the semester. Participated in meetings to grasp more effective methods of teaching.

**Projects** 

C4

c4.joekuang.com

Javascript, Node.js, Socket.io

Web browser mini-game; based on the trademark game Connect Four. Supports one-vsone multiplayer, spectators, and identification icons. Client-side displays are updated in real-time to correspond with client connects, disconnects, and gameplay.

Gitlet

Java

A slim version-control system that closely mimicked Git. Designed internal file structures and implemented various basic features such as: backup commits, branches, merging, and remote usage.

**Seam Carving** 

Java, Python

An application that applies the image resizing technique seam carving on a given image. Uses a gradient calculation method to determine the least important parts of the image.

**Scheme Interpreter** 

Python

An interpreter for a subset of the Scheme language. Implemented support for tail recursion optimization and user-defined Stream objects.

Relevant

Languages: Python, Java, C/C++, Groovy, Javascript, HTML/CSS, SQL, x86 and MIPS Assembly Frameworks and Tools: Git, jQuery, Node.js, Socket.io, LaTeX, Jenkins

Skills