

JOE KUANG



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/joekuang

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 & Experience

Software Engineer Intern

May 2016 – August 2016

Micron Technology, Inc.

Maintained the automation software as part of the SSD Validation and Automation Testing 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'.

Head of Technology

October 2015 - Present

Cal Animage Alpha, UC Berkeley

Headed a complete redesign of the CAA main page. Hosted weekly showings over 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

Javascript, Node.js, Socket.io

Web browser mini-game; based on the trademark game *Connect Four*. Supports AI and one-versus-one multiplayer.

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 Skills

Languages: Python, Java, C/C++, Groovy, Javascript, SQL, x86 and MIPS Assembly

Frameworks and Tools: jQuery, Node.js, Socket.io, Jenkins