JOE KUANG

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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

Undergraduate Researcher August 2016 - Present
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-vs-one 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 Skills

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