

JOE KUANG

joekuang@berkeley.edu • (415) 816-9177 • San Francisco, CA • github.com/joekuang • linkedin.com/in/kuangjoe

Education	University of California, Berkeley Electrical Engineering & Computer Science, Bachelor of Science Cumulative GPA: 3.91	June 2015 – December 2017
Selected Coursework	Completed: Data Structures, Machine Structures, Artificial Intelligence, Network Architecture, Algorithms In Progress: Computer Security, Operating Systems	
Employment & Experience	Undergraduate Researcher 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 Development Engineer Intern 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 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 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 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.	August 2016 – December 2016 May 2016 – August 2016 January 2016 – May 2016 October 2015 – Present August 2014 – May 2015
Projects	C4 <i>Javascript, Node.js, Socket.io</i> Web browser mini-game; based on the trademark game <i>Connect Four</i> . 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 <i>Java</i> 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 <i>Java, Python</i> An application that applies the image resizing technique <i>seam carving</i> on a given image. Uses a gradient calculation method to determine the least important parts of the image. Scheme Interpreter <i>Python</i> An interpreter for a subset of the Scheme language. Implemented support for tail recursion optimization and user-defined Stream objects.	c4.joekuang.com
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, Jira	