

JOE KUANG

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Education	University of California, Berkeley Electrical Engineering & Computer Sciences, Bachelor of Science Selected Coursework: Data Structures, Algorithms, Operating Systems, Network Architecture, Machine Structures, Artificial Intelligence, Computer Security	June 2015 – December 2017
Employment & Experience	Software Engineer LinkedIn Developer Tools – Review tools, CLI platforms, source code management systems, IDEs, company metrics aggregation.	January 2018 - Present
	Software Engineer Intern LinkedIn Assist in launching Gerrit company-wide for a more scalable, highly available review and version control system. Extend CLI platform to support Gerrit API usage. Design an experimental queuing system to speed up the product build pipeline.	May 2017 – August 2017
	Undergraduate Researcher NetSys Lab, UC Berkeley Research focused on software-defined networking and discrete event network simulation under the mentorship of Murphy McCauley; advised by Professor Scott Shenker.	August 2016 – December 2016
	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.	May 2016 – August 2016
	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.	January 2016 – May 2016
	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.	October 2015 – May 2016
	Mathematics & Programming Tutor MESA, Cosumnes River College Provided tutoring for CRC students in all offered math and programming courses. Held impromptu review sessions throughout the semester. Participated in meetings to grasp more effective methods of teaching.	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.	c4.joekuang.com
Skills	Languages: <u>Python</u> , <u>Java</u> , Javascript, Bash, C/C++, Groovy, SQL, Scheme x86 & MIPS Assembly Frameworks and Tools: Git, LaTeX, Node.js, Jenkins & Hudson, Heroku	