JOE KUANG

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Education University of California, Berkeley

June 2015 - December 2017

Electrical Engineering & Computer Science, Bachelor of Science, GPA 3.3

Selected Coursework: Data Structures, Algorithms, Operating Systems, Network Architecture,

Machine Structures, Artificial Intelligence, Computer Security

Employment 8 Experience

Software Engineer Intern

May 2017 - August 2017

& Experience LinkedIn

Foundations: Empowering engineers with the authoring software and development environments to enhance the coding experience for everyday developers at LinkedIn. Extend LinkedIn CLI platform to support Gerrit API usage; launch Gerrit as a drop-in replacement for a more horizontally scalable, globally distributed review and version control system.

Undergraduate Researcher

August 2016 - December 2016

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

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 - May 2016

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.

Mathematics & Programming Tutor

August 2014 - May 2015

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.

Projects

Javascript, Node.js, Socket.io

c4.joekuang.com

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

C4

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.

Relevant Skills

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

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