

# JOE KUANG

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| Education               | <b>University of California, Berkeley</b><br>Electrical Engineering & Computer Science, Bachelor of Science<br>Cumulative GPA: 3.91   | June 2015 – December 2017 (Expected)   |
| Selected Coursework     | <b>Completed:</b> Data Structures, Machine Structures, Artificial Intelligence<br><b>In Progress:</b> Algorithms, Network Architecture, Computer Security   |  |
| Employment & Experience | <b>Undergraduate Researcher</b><br><b>NetSys Lab, UC Berkeley</b><br>Research focused on SDN and discrete event network simulation under the mentorship of Murphy McCauley; advised by Professor Scott Shenker.<br><b>Software Engineer Intern</b><br><b>Micron Technology, Inc.</b><br>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.<br><b>Lab Assistant</b><br><b>CS61B, UC Berkeley</b><br>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.<br><b>Head of Technology</b><br><b>Cal Animage Alpha, UC Berkeley</b><br>Headed a complete redesign of the CAA main page. Hosted weekly showings throughout the semester. Responsible for maintaining CAA tech assets.<br><b>Programming Tutor</b><br><b>MESA, Cosumnes River College</b><br>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 – Present<br>May 2016 – August 2016<br>January 2016 – May 2016<br>October 2015 – Present<br>August 2014 – May 2015 |
| Projects                | <b>C4</b><br><i>Javascript, Node.js, Socket.io</i><br>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.<br><b>Gitlet</b><br><i>Java</i><br>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.<br><b>Seam Carving</b><br><i>Java, Python</i><br>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.<br><b>Scheme Interpreter</b><br><i>Python</i><br>An interpreter for a subset of the Scheme language. Implemented support for tail recursion optimization and user-defined Stream objects.   | <a href="https://c4.joekuang.com">c4.joekuang.com</a>  |
| Relevant Skills         | <b>Languages:</b> Python, Java, C/C++, Groovy, Javascript, HTML/CSS, SQL, x86 and MIPS Assembly<br><b>Frameworks and Tools:</b> Git, jQuery, Node.js, Socket.io, LaTeX, Jenkins, Jira   |  |