

# JOE KUANG

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Education	<b>University of California, Berkeley</b> Electrical Engineering & Computer Science, Bachelor of Science Cumulative GPA: 3.91	June 2015 – December 2017 (Expected)
Coursework	<b>Completed:</b> Data Structures, Machine Structures, Artificial Intelligence <b>In Progress:</b> Algorithms, Network Architecture, Computer Security	
Employment & Experience	<b>Undergraduate Researcher</b> <b>NetSys Lab, UC Berkeley</b> Research focused on SDN and discrete event network simulation under the mentorship of Murphy McCauley; advised by Professor Scott Shenker. <b>Software Engineer Intern</b> <b>Micron Technology, Inc.</b> 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. <b>Lab Assistant</b> <b>CS61B, UC Berkeley</b> 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. <b>Head of Technology</b> <b>Cal Animage Alpha, UC Berkeley</b> Headed a complete redesign of the CAA main page. Hosted weekly showings throughout the semester. Responsible for maintaining CAA tech assets. <b>Programming Tutor</b> <b>MESA, Cosumnes River College</b> 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  May 2016 – August 2016  January 2016 – May 2016  October 2015 – Present  August 2014 – May 2015
Projects	<b>C4</b> <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. <b>Gitlet</b> <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. <b>Seam Carving</b> <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. <b>Scheme Interpreter</b> <i>Python</i> 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 <b>Frameworks and Tools:</b> Git, jQuery, Node.js, Socket.io, LaTeX, Jenkins, Jira	