

John A. Schulz

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Education:

University of California, Berkeley
Computer Science
GPA: 3.47

Summer '20

Skills:

Python, Java, JavaScript, React.js, Golang,
Django, C, HTML, CSS, Github, NumPy,
Pandas, Scikit, SQL, REST API, Illustrator

Professional Experience:

Sony Music Entertainment (Arista Records)

December '19 - present

Research Consultant |

- Responsible for delivering daily analytics on trending music and potential artists for Arista Records to acquire.
- Building analytical tools using webscraping, APIs, and many python packages to recognize trends and deliver data.

Google Online Marketing Challenge, Berkeley, California

August '19 - December '19

Undergraduate Researcher |

- Selected among 300 candidates to participate in the Google Online Marketing Challenge with three fellow students.
- Paired with a non-profit and given \$10,000 to further develop and increase the efficiency of their advertising scheme.

CS61B : Data Structures, Berkeley, California

January '19 - December '19

Computer Science Mentor |

- Independently teach weekly six student discussions to cover course material and plan review sessions for exams.
- Help create review worksheets on important data structures that are covered throughout the course.

Dean's Office, College of Engineering, Berkeley, California

August '18 - May '19

Assistant |

- Managed various projects including data entry, tracking budgets, online research, web-editing, and event preparations.
- Applied expertise in SQL, Python, Excel, HTML/CSS, and the Adobe Suite to expedite project development process.

CS61A : The Structure & Interpretation of Computer Programs, Berkeley, California

August '18 - May '19

Academic Intern |

- Instructed weekly labs and office hours for CS61a, the first and most important Computer Science course at Berkeley.
- Sacrificed personal work to assist students in understanding concepts and completing very difficult course projects.

Schmooze, Berkeley, California

October '17 - March '18

Product Development and Marketing |

- Learned and applied Swift, Objective-C, and version control during the development of the company iOS app.
- Brainstormed and worked collectively with a group of 10 experienced programmers through GitHub.

Project Experience:

Pacman | The game of Pacman configured with search algorithms and reinforcement learning.

October '19

Python, Game Trees, Minimax, Alpha-Beta Pruning, AI, A* search, Value Iteration, Policy Iteration, Q-Learning

SpotifyUp | Web application for users to login with Spotify, see their playlists, and filter with keywords.

July '19

JavaScript, React, Heroku web hosting, Spotify API, Promises, Map/Reduce, HTML, CSS.

Car with Speech Recognition | Car built from circuit components controlled by voice commands.

April '19

C, Feedback Control, Band Pass Filters, Principal Component Analyses, Single Value Decomposition, Discrete Fourier Transformations.

Twitter Tweet Analyses | Generates a graph comparing likes and retweets of any twitter account.

April '19

Python, Twitter API, NumPy, Pandas, user input, command line prompts.

Graphs | A complete graph package implemented with a GNU make and navigation client.

December '18

Java, Traversals, Depth First Search, Breadth First Search (postorder and preorder), Dijkstra's, A* search.

Current and Completed Course Work:

- CSW186: Database Systems
- CS161: Computer Security
- CS188: Artificial Intelligence
- DATAC100: Principles & Techniques of Data Science
- CS61C: Great Ideas in Computer Architecture
- EE16A/B: Designing Information Devices and Systems
- CS61B: Data Structures
- CS61A: The Structure & Interpretation of Computer Programs