# Jonathan Murata

jonmurata.me

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#### EDUCATION

• University of California, Berkeley

Berkeley, CA

B.S. Electrical Engineering & Computer Science

August 2015 - May 2019

B.S. Mechanical Engineering

August 2015 - May 2019

GPA: 3.96

Relevant Coursework:

○ Algorithms ○ Artificial Intelligence ○ Probability & Random Processes ○ Machine Learning

○ Machine Structures ○ Operating Systems ○ Advanced Computer Architecture ○ Parallel Computing

○ Data Structures ○ Embedded Systems ○ Feedback Control Systems ○ Mechatronics Design

### EXPERIENCE

• Apple
Systems Software Engineer

Cupertino, CA

August 2019 - present

• Platform Architecture Group: Incoming software engineer.

• University of California, Berkeley EECS Department

Berkeley, CA

Graduate Student Instructor

August 2017 - August 2019

- o Operating Systems (CS 162) 20-hour Head GSI: Spring 2019, Summer 2019. Teach 2 discussion sections (80 students) per week. Hold design reviews for the Pintos Operating System projects (Threads, User Programs, File Systems) and grade student design documents. As Head TA: manage all TAs, handle course setup/logistics/grading. Rated 4.62/5 in teaching effectiveness, 4.74 in helpfulness.
- Data Structures (CS 61B) 20-hour GSI: Summer 2019. Teach 4 lab sections (30 students) per week. 3 hour labs consist of coding exercises, worksheets, and mini-lectures. Quality control projects and lab assignments. As an intro course, advise students on the field of Computer Science.
- Machine Structures (CS 61C) 20-hour GSI: Summer 2018, Fall 2018. Course content lead: managed homework, discussion worksheet, lab, and project preparation. Teach 2 discussion sections (100 students) per week. Teach 2 lab sections (60-70 students) per week. Exam writing/grading and 2hr weekly office hours. Rated 4.66/5 in teaching effectiveness, 4.75/5 in helpfulness.

#### Projects

- BobaBot: Automatic Boba (milk tea & tapioca pearls) dispenser. 3 stage-dispensation (pearl, tea, creamer) with rotating service plate. Embedded System Design Lead: interfaced pumps and motors to Raspberry Pi and Arduino, customized a two-phase commit system to synchronize hardware. Programmed in Python.
- Swarm Lab Persistent Metadata: System tool for Global Data Plane (GDP). Manage metadata storage and access on Unix-based systems to improve fault tolerance. Standardized storage format and enforced GDP agent/service isolation with user files and OS permissions. Programmed in C.
- **Kingdom Conqueror**: Find lowest cost conquering tour over a set of kingdoms. Converted problem to ILP and solved with Gurobi Optimization software. Competition Rank 4 of 230 teams. Programmed in Python.
- Poly-PEDAL Lab Cockroach Robot: Inverted, rod-running cockroach robot. Self-directed project to create a mechanical cockroach operating on an alternating tripod system to mimic real-life cockroach thin-rod running. Robot includes 3D-printed limbs with a servo motor tension system. Advised by Prof. Nate Hunt.
- BearWatch: Security tower to watch over items in selected area. When an item is removed, sounds an alarm and tracks/records the thief with a servo-mounted camera and computer vision. Programmed in LabVIEW.

## SKILLS

• Programming: Python, C, Java, MATLAB, LabVIEW

proficient bolded

• Tools & Design: Latex, Git, HTML, CSS | SolidWorks, Fusion 360, AutoCAD, Adobe Illustrator