JOY DONG

joydong@berkeley.edu · (408) 598-7628
linkedin.com/in/joy-dong · joyydong.github.io

EDUCATION

University of California, Berkeley **May 2021**

Bachelor of Arts in Computer Science **|** GPA: 3.62

· Relevant Coursework: Linear Algebra, Data Structures, Data Science, Discrete Math & Probability, Web Design, Algorithms, Machine Structures, Artificial Intelligence, Database Systems, Operating Systems, Internet Architecture & Protocols, Computer Security (in progress), Graduate Front-End Web Architecture (in progress)

WORK EXPERIENCE

Slack | San Francisco, CA **June 2020 – Present**

Software Engineering Intern, Foundations Interop Files Team

· Maintained the Microsoft OneDrive file-sharing Slack app to incorporate explicit error handling and revised access control options to ensure seamless integration with shared channels as part of the newly released Slack Connect feature.
· Refactored the OneDrive app from legacy to granular bot token permissions by identifying and deprecating outdated scopes, upgrading the OAuth flow, migrating database schema changes, and writing over 100 regression tests.
· Deployed customer-requested bug fixes, detailed logs, and feature flag clean-ups for the open source Remote Files API.

Amazon | Seattle, WA **June – August 2019**

Software Development Engineer Intern, Buying Experience Detail Page Team

· Resolved reported customer difficulties of locating scattered product features on Amazon.com pages by designing a fully configurable, simplified, and extensible tabular offer layout to group, order, and organize all product details.
· Collaborated with senior engineers, product managers, designers, and other teams to fetch data from preexisting packages and integrate internal Amazon tools to increase profits and optimize the shopping experience for 280MM customers.
· Created an image variation demo for the Buying Experience Hackathon and presented to directors and senior managers.

UC Berkeley EECS Department | Berkeley, CA **January – December 2018**

Academic Intern

· Assisted in teaching and developing problems on core programming concepts such as recursion, object-oriented programming, and data abstraction at weekly lab sessions for UC Berkeley's introductory Computer Programs course.
· Guided over 40 students through assignments and fostered computational, step-by-step thinking via individual feedback.

PROJECTS

Maze Game
· Created an interactive game that handles and responds to keyboard inputs using Java and Princeton's StdDraw API.
· Designed an algorithm to produce pseudorandomly-generated game worlds and implemented save-and-quit mechanisms.

Scheme Interpreter
· Developed an interpreter for Scheme using Python that utilizes tokenizers and analyzes syntax by following REPL.
· Wrote over 200 test cases to perfect a variety of implementations, functionalities, and accuracy of the interpreter.

ACTIVITIES

Berkeley ANova | UC Berkeley **September 2017 – Present**

President (previously: External Vice President, Events Chair)

· Organized computer science mentorship classes and introduced Snap!, Python, and Java at under-resourced schools.
· Raised over $5000 and planned an overnight, beginner-friendly hackathon for over 100 students and 70 mentors.
· Improved club transparency and communication by documenting club expectations and piloting weekly newsletters.
· Led meetings for 17 officers, managed a 70+ member student organization, and worked closely with school administrators from nine different middle and high schools across the East Bay.

SKILLS / INTERESTS

· Languages: Java, Python, C, SQL, PHP, Golang, Hack, JSP, JSON, XML, HTML, CSS, JavaScript, TypeScript
· Tools: Git, Vim, IntelliJ, VSCode   · Interests: Running, Soccer, Baking, Travel, Tech for Social Good