JESSICA YU

jessica.yu@berkeley.edu ⋄ (510) 926-7016 ⋄ Fremont, CA ⋄ linkedin.com/in/jessicayu00

EDUCATION

University of California, Berkeley Aug 2018 to May 2022
B.A. Computer Science – Class of 2022
Courses: Operating Systems, Artificial Intelligence, Computer Architecture, Algorithms, Discrete Math, Data Structures

EXPERIENCE

Undergraduate Researcher Sep 2019 to Dec 2019
Hearst Museum of Anthropology

- Digitized UC Berkeley's collection of archaeological artifacts through photogrammetry.
- Used Metashape and Blender to process and refine models.

CS Course Staff – Tutor Jun 2019 to present
UC Berkeley EECS Department

- Lead small group tutoring sections of 4-5 students on core course material for Structure and Interpretations of Computer Programs (CS61A) and Computer Architecture and Machine Structures (CS61C) [current].
- Coordinate with TAs to grade projects and exams, staff office hours, and respond to questions on the class forum.

Computer Science Senior Mentor Sep 2019 to present
UC Berkeley CSM

- Volunteered time to tutor students on CS concepts for the largest student-run teaching organization on campus.
- Lead 5 first-time mentors in pedagogy and coordinate video walkthroughs of challenging problems
- Taught students in the following courses: Computational Structures in Data Science (CS88), Computer Architecture (CS61C), Structure and Interpretation of Computer Programs (CS61A) [current]

PROJECTS

Enigma Java
Data Structures *Spring 2020*

- Performs all computational aspects of the Enigma machine used by the German military during WWII.
- Interface takes in textual input and returns encoded / decoded text.
- Approx. 1000 lines.

Command-Line Game – Lines of Action Java
Data Structures *Spring 2020*

- Developed a game that simulates the checkerboard board game Lines of Action using **terminal commands** and **GUI input**
- Approx. 1000 lines.

Image Rendering – Mandelbrot C
Computer Architecture *Fall 2019*

- Generates a visual representation of the Mandelbrot function. Worked with **memory** and **file I/O**
- Approx. 500 lines.

CPU Logic Design Logisim
Computer Architecture *Fall 2019*

- Designed a low level datapath from scratch in Logisim that is capable of running the **RISC-V** instruction set
- Designed a system of controls to differentiate behavior of CPU based on distinct instructions
- Streamlined visual and logical components and accounted for control hazards

TECHNICAL SKILLS

Software Development: C, Java, Python, Scheme, RISC-V