Jerry Lung

jerry.lung@berkeley.edu
(661) 678-3966
http://www.linkedin.com/in/jerrylung

2540 College Ave. Apt #103
Berkeley, CA 94704

EDUCATION

University of California, Berkeley
B.A. Computer Science, 2015

Technical GPA: 3.43
Overall GPA: 3.25

Technical: Java, Python, C/C++, JavaScript, UNIX, Bash scripting, HTML/CSS, git, node.js, Android
Relevant Coursework: Operating Systems, Security, Algorithms & Intractable Problems, Graphics, Communication Networking, Artificial Intelligence, Computer Architecture, Data Structures, Digital Electronics & Circuits

---

EXPERIENCE

NICE Systems | *Software Engineering Intern*   June 2014 – August 2014
- Worked with Java Swing on a portable tool to inspect user's file system for Liferay upgrade capabilities
- Used Bash scripting and Python to create automated web-scrapers to verify daily builds and other internal tools
- Devised robust and end-user friendly software applications for both customers and developers
- Adapted to an Agile test-driven environment and industry technologies such as Jenkins, Splunk, etc.

Electrical Engineering & Computer Sciences | *CS 61C, 162 Course Reader, CS 61B Lab Asst.*   August 2013 – Present
- Interpreted and debugged C and Assembly code, improving my skills in understanding other people's work
- Communicated points of improvement to students via feedback and to the higher teaching staff at meetings
- Explained concepts of MapReduce, computer architecture, data structures, algorithms, complexity
- Facilitated a lab-intensive hands-on version of Data Structures and Algorithms course of about 30 students

---

PROJECTS

Music Machine *(HackJam 2014) Web application for users to quickly and safety query and download music.*
- JavaScript, HTML/CSS, Express.js, Node.js, MongoDB; live @ **musicmachine.herokuapp.com**

Walk *(HackJam 2013) Online multiplayer chat world, where users move their avatar around and chat with other users*
- Implemented the front end, avatar animations via user input using JavaScript, JQuery; **omotwalk.appspot.com**

Pacman Search *Implemented an assortment of search algorithms for AI to play Pacman and solve board state puzzles*
- Implemented DFS, BFS, Uniform-Cost/Dijkstra's, A* Search, Minimax, Expectimax, α-β pruning

CS 162 *Implemented an Operating System and Distributed Key-Value Store with Two-phase commit; group project, Java*

Firewall *Built an in-VM Python firewall that blocked access to websites based on DNS name, IP location, & TCP ports*

LEADERSHIP & ACTIVITIES

CalTV | *Executive Director, Director of Cinematography*   February 2013 – Present
- Managed the organization as its president and dealt with logistical issues and the development of the club
- Led filming for UC Berkeley's online television station consisting of news, entertainment, & comedy departments
- Trained crew members' camera skills and cinematographic styles to produce quality journalistic content

Berkeley Engineers and Mentors | *Webmaster, Curriculum Team, Mentor, Site Leader*   September 2012-Present
- Brainstormed, developed and thoroughly tested lessons as part of the Curriculum team for our mentors to teach
- Fostered interest in science in elementary students through hands-on, engaging science demonstrations and lessons
- Mentored these students in Bay Area schools (Cragmont, Rosa Parks) to develop their curiosity and critical thinking

Programs: Adobe Premiere, Adobe Photoshop, Final Cut Pro, Audacity Sound Editor
Misc: Mandarin Chinese (Fluent), French (Basic)
Github: *https://github.com/jzlung*   **Website:** www.jerrylung.com