

# Jerry Lung

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

**Technical GPA:** 3.43  
**Overall GPA:** 3.25

## EXPERIENCE

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**NICE Systems** | *Software Engineering Intern* June 2014 – August 2014

- Boosted team's workflow by developing tools and automating web-scrappers (**Java, Python, Bash**)
- Optimized end-user friendliness and code maintainability in designing the robust software applications
- Adapted to an **Agile test-driven** environment and industry technologies such as **Jenkins, Splunk**, etc.

**UC Berkeley EECS** | *CS 61C, 162 Course Reader, CS 61B Lab Asst.* August 2013 – Present

- Developed skills in understanding others' code through debugging C code in a class of 500 students
- Improved students' learning of MapReduce, architecture, data structures, algorithms, complexity
- Facilitated a lab-intensive hands-on version of Data Structures and Algorithms course of 30 students

**Berkeley Engineers and Mentors** | *Webmaster, Curriculum, Site Leader* September 2012-Present

- Designed <http://beam.berkeley.edu> to be more informative and visually engaging
- Fostered interest in science in elementary students through designing, testing and teaching hands-on, engaging science demonstrations and lessons

## PROJECTS

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**Music Machine** (HackJam 2014) - [musicmachine.herokuapp.com](http://musicmachine.herokuapp.com)

Web application for users to quickly query and download music (**Express.js, Node.js, MongoDB**)

**Operating Systems & Distributed Computing**

Implemented concurrency, multiprogramming, and system calls in OS and Two-Phase Commit logic in a Distributed Key-Value Store for database reliability (**Java**)

**Walk** (HackJam 2013) - [omotwalk.appspot.com](http://omotwalk.appspot.com)

Implemented the front end avatar animations for online multiplayer chat world (**JS, JQuery**)

**Pac-Man Search**

Solved Pac-Man board state puzzles efficiently by implementing AI search algorithms such as DFS, BFS, Dijkstra's, A\* Search, Minimax, Expectimax,  $\alpha$ - $\beta$  pruning, Bayes Nets (**Python**)

## TECHNICAL

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**Languages** Java, Python, C, JavaScript, UNIX, Bash, HTML/CSS, C++, Git, Node.js

**Programs** Eclipse IDE, Adobe Premiere, Adobe Photoshop, Final Cut Pro, Audacity Sound, Android Dev

**Upper Level Coursework** Operating Systems, Computer Security, Graphics, Communication Networking, Artificial Intelligence, Computer Architecture, Algorithms & Intractable Problems

**GitHub** <http://github.com/jzlung>

**LinkedIn** [www.linkedin.com/in/jerrylung](http://www.linkedin.com/in/jerrylung)