

Jerry Lung

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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 (learning), Android

Relevant Coursework: Operating Systems, Security, Algorithms & Intractable Problems, Graphics, Communication Networking, Artificial Intelligence, Computer Architecture, Data Structures, Digital Electronics & Circuits

PROJECTS

Walk *Online multiplayer chat world, where users move their avatar around and chat with other users (made at HackJam)*

- 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 firewall that blocked browser access to websites based on DNS name, IP location, TCP ports*

Connect 4 *Coded an interactive, command-line ASCII Connect 4 game with PvP and naïve AI options*

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-scrappers to verify daily builds and other internal tools
- Learned to design 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.

Berkeley Engineers and Mentors | *Webmaster, Curriculum Team, Mentor, Site Leader*

September 2012-Present

- Designed (<http://beam.berkeley.edu>) with HTML/CSS/JavaScript to be informative and visually engaging
- 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

Electrical Engineering & Computer Sciences | *CS 61C, 162 Course Reader*

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, Caches, Virtual Memory, Parallelization, and Computer Architecture

Electrical Engineering & Computer Sciences | *CS 61BL Laboratory Assistant*

June 2013 – August 2013

- Clarified and explained fundamental concepts of data structures, algorithms, and runtime analysis
- Facilitated 30 students in a lab-style, intensive hands-on course on object-oriented programming in Java

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

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