

# 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, JavaScript, UNIX, Bash scripting, HTML/CSS, git, node.js (learning)

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

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## 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,  $\alpha$ - $\beta$  pruning

**CS 162** *Implemented an Operating System and Distributed Key-Value Store, group project*

**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*

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## 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, Multisim, Logisim, Adobe Photoshop, Final Cut Pro, Audacity Sound Editor

**Misc:** Mandarin Chinese (Fluent), French (Basic)

**Github:** <https://github.com/jzlung>