Judy Wang

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Education

2013 - 2017 (expected) **University of California, Berkeley**
Electrical Engineering and Computer Science Major
Music Minor

Relevant Coursework:

Structure/Interpretation of Computer Programs (CS 61A)
Data Structures (CS 61B)
Machine Structures (CS 61C)
Music Perception and Cognition (MUSIC 108)
Efficient Algorithms and Intractable Problems (CS 170)
Discrete Math and Probability Theory (CS 70)
Structure/Interpretation of Systems and Signals (EE 20)

Current Coursework:

Introduction to Microelectronic Circuits (EE 40)
Introduction to Artificial Intelligence (CS 188)

Skills

Languages:
Python, Java, C, HTML/CSS/JS, Matlab, Scheme

IDE's, Tools, and OS's:
Eclipse, Git, Windows, Unix, Linux, OS X

Work Experience

CS 61AS Undergraduate Student Instructor, UC Berkeley (August 2014 - Present)
Introductory CS course covering topics including abstraction, recursion, OOP, and orders of growth
Training the reader team, designing new projects, organizing meetings, creating documentation
Teaching sections, holding office hours, creating discussions and labs, and leading review sessions

Web Design Intern, IQ Solutions (December 2014 - January 2015)
Interned at IQ Solutions, a company specializing in health information technology
Worked on NIH DPCPSI website design using HTML, CSS/Sass, C#, built a style guide
Used Foundation 5 Framework, scripted Grunt tasks for easier/automated project management

Publicity Director, The Music Connection (August 2013 - Present)
Publicity director of the leadership board of The Music Connection, a music nonprofit at UC Berkeley
Duties include the creation, management, and maintenance of a Publicity Team
Designing flyers/brochures/banners, planning and executing socials and club meetings

Database and Administrative Intern, National Institute of Standards and Technology (June 2012 - August 2013)
Interned at NIST (National Institute of Standards and Technology) Patenting Administration
Worked on management, maintenance, and design of the patenting database, used Access

Projects

Spam Classification using Random Forests
Implemented simple spam filtering in Python using the random forests algorithm.

LIFC Compiler
Wrote a compiler from LIFC (syntax of LISP, semantics of C) to MIPS assembly language
Includes a lexer, parser, and a code generator

Network Game (Decision-making program)
Implemented a machine player that plays the logical board game, Network
Worked in Java, optimized decision-making in finding legal game moves and "winning" moves

Eigenvector Finding Algorithm Optimization
Optimized a primitive eigenvector finding algorithm
Worked in C and OpenMP, using skills such as register blocking, loop unrolling, and cache blocking