JUDY WANG

2573 VIRGINIA STREET APT. A, BERKELEY, CA 94709

(240) 328-7762   JUDY.WANG@BERKELEY.EDU

EDUCATION

UC Berkeley, Electrical Engineering and Computer Science
2013–16

Relevant Coursework

- User Interface Design (CS 160)
- Artificial Intelligence (CS 188)
- Computational Photography (CS 194-26)
- Product Management Essentials (IEOR 186)

- Efficient Algorithms and Intractable Problems (CS 170)
- Computer Security (CS 161)
- Operating Systems and Systems Programming (CS 162)
- Design Methodology (DES INV 15)

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Product Management Intern, *Pivotal Cloud Foundry (San Francisco)*   Summer 2016
- Led routing team in Agile product development, delivered projects such as route services and multiple application port compatibility
- Designed UX of operator and app developer CLI by maximizing abstraction and simplicity while maintaining functionality
- Delivered multiple POCs and proposals for additional features to routing in cloud foundry platform

CS 61AS Head Undergraduate Student Instructor, *UC Berkeley*   2015-2016
- Headed complete revamp of course website and course material, changed language from Scheme to Racket
- Led team of seven through writing exams, teaching lab and discussions, and preparing other course material
- Wrote complete how-to documentation on TAing/reading/lab assisting and course administration
- Created/maintained Bash scripts to automate attendance and grades and to provide easier student interfaces

Web Design Intern, *IQ Solutions, Inc. (North Bethesda, MD)*   2014-2015
- Built a style guide for the NIH DPCPSI website using HTML/CSS/JS and tools such as Grunt
- Ported website from Foundation 4 to Foundation 5 framework in three days
- Optimized work flow in web design team using Grunt, Node.js, and version control tools (Git)

PROJECTS & OTHER WORK EXPERIENCE

UC Berkeley HCI Lab Research Assistant - Helping with HCI video research under Amy Pavel, advised by Björn Hartmann and Maneesh Agrawala; worked on implementing heat-mapped gaze tracking on 3D photos

E98 Student Instructor - Co-led a class with 2 other instructors for UC Berkeley engineering freshmen to learn about their major, college experience, and career opportunities; developed lesson plans and evaluated student performances.

Drawn to Scale A Cappella Director - Leading a team of 16 through intense training and rehearsing to prepare for the International Championship of Collegiate A Cappella (ICCA); delegating various administrative duties to the 8-member officer board.

Sun Safe! Android Mobile and Wear App - Incepted, designed, prototyped, implemented, presented, and demoed an Android application for children's skin health and education. Assumed role of product manager and designer in a team of 5, and led the team through iterative product development with fast feedback cycles.

Foodie Web App - Designed and implemented a food blog/gallery app for the Rails Decal at UC Berkeley; includes features such as user authentication and blog commenting.

PROGRAMMING LANGUAGES & OTHER SKILLS

Programming Languages: Python (Proficient), C (Proficient), Lisp (Proficient), Java (Familiar), HTML/CSS/JS (Proficient), Ruby (Familiar)

Design Tools: Figma (Proficient), Illustrator (Familiar), Photoshop (Familiar)

Github: https://github.com/jzlwang