Kathlee Wong

ksuwong@berkeley.edu | (408) 892-3172 | linkedin.com/in/kathleewong | github.com/kathleewong

EDUCATION

University of California, Berkeley Aug 2018 - Present
B.A. Computer Science GPA: 3.741

Relevant Coursework: Data Structures, Structure and Interpretation of Computer Programs, Foundations of Data Science, Discrete Mathematics and Probability Theory, Designing Information Devices and Systems

EXPERIENCE

EECS Department Berkeley, CA
Academic Intern Aug 2019 - Present

- Assist students with conceptual questions on lab, homework, and projects in Python, Scheme, and SQL
- Attend weekly meetings to share teaching experiences and ways of improving student learning
- Present mini lectures on the current topic to groups of students during lab

Data Science Society Berkeley, CA
General Member Sept 2019 - Present

- Work on a data set as a semester-long project to be presented at the Data Science Research Symposium
- Attend weekly lectures that teach topics including the data science life cycle, data cleaning, and visualizations
- Technologies Used: Jupyter Notebook, Pandas, Numpy, Matplotlib, Seaborn

Cal Undergraduate Public Health Committee Berkeley, CA
Community Health Committee Member Sept 2019 - Dec 2019

- Plan an end of the year fair to share research collected throughout the semester to the Berkeley community
- Research on housing insecurity among Berkeley students and find solutions to alleviate those problems
- Collaborate with other committees to conduct research and schedule coffee chats with professors

PROJECTS

Gitlet Dec 2019

- Implemented a version-control system with features similar to Git which initializes a new repository in the current directory, saves content through commits, restores previous versions of files or commits, displays the history of added/removed/edited files, supports different sequences of commits through branches, and merges changes in one branch with another in addition to other commands

Tablut Nov 2019

- Developed a chess game with complex rules in Java and implemented a graphical user interface to play the game
- Employed minimax search algorithm and alpha-beta pruning to build an AI and designed a heuristic function

The Enigma Oct 2019

- Created an encryption/decrytion program in Java based off the WWII Enigma Machine's encoding scheme
- Utilized different types of data structures in order to parse text through a series of cyclic permutations

SKILLS AND INTERESTS

Frameworks	Git, Jupyter Notebook, JUnit, Excel
Languages	Python, Java, SQL, Javascript, HTML, CSS, Scheme
Interests	Cal Dragon Boat, journaling, baking, fitness, calligraphy