Kathlee Wong

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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, Machine Structures, Discrete Mathematics and Probability Theory, Designing Information Devices and Systems, Efficient Algorithms and Intractable Problems*, Principles and Techniques of Data Science*

EXPERIENCE

EECS Department Berkeley, CA
Academic Intern Aug 2019 - Mar 2020

- 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 - Dec 2019

- 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

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