

Daniel NGUYEN

PERSONAL DATA

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EDUCATION

EXPECTED MAY 2017 Bachelor of Arts in COMPUTER SCIENCE, LINGUISTICS, JAPANESE
The University of California, Berkeley
Minor: Korean
GPA: 3.59

WORK EXPERIENCE

<i>Current</i> JANUARY 2015-PRESENT	CS61B Data Structures Undergraduate Student Instructor Part of the staff for CS61B. Developed homework and projects for students. Led a discussion section and a lab section. Taught students core concepts behind data structures and programming methodology.
JUNE 2014-DECEMBER 2014	Lab Assistant for CS61B/CS61BL Data Structures and Advanced Programming Helped students debug projects and homework. Assisted students with understanding the core concepts behind data structures and good programming methodology, with an emphasis towards test driven development.
DECEMBER 2014-JANUARY 2015	Contractor for RoomForward Worked at the RoomForward start-up. Developed back end using Rails and front end using Foundation

LANGUAGES

ENGLISH, JAPANESE, KOREAN, VIETNAMESE

COMPUTER SKILLS

Advanced Knowledge: JAVA, PYTHON, L^AT_EX, Word, PowerPoint
Intermediate Knowledge: MATLAB, OCTAVE, JULIA, RUBY, SCHEME, C, HTML, CSS, JAVASCRIPT, Excel
Basic Knowledge: OBJECTIVE C

PERSONAL PROJECTS

IN MEMORY DATABASE	Created a program that accepts a limited range of commands, similar to the Redis Database. Accepts input from stdin or a file. Implemented in Java
RUBY ON RAILS WEBSITE	Created a web application with features similar to Twitter. Allowed for users to create micro posts and follow other users.
TWITTER VOICE APP	Created at the Big Hack Hackathon. Made an app that read out the current tweets related to a search input. Implemented in Java
PACMAN AI	Created an AI for Pacman, including problems for maze solving and getting a high score through heuristics and various search algorithms. Implemented in Python
SOBEL EDGE DETECTOR	Created a Sobel edge detector, implemented with run-length encoding that took in tiff images and created blurred versions and black and white versions of the image. Implemented in Java
MAP-REDUCE PUZZLE SOLVER	Created an program that strongly solved an n-puzzle sliding board game. Implemented using Spark in Python

INTERESTS AND ACTIVITIES

Teaching, Optimization, Programming, Natural Language Processing, Learning Languages, Algorithm Design