# Daniel NGUYEN

#### Personal Data

Address: Redacted Phone: Redacted Email: dnguyen44@berkeley.edu Website: danielnguyen.io

## **EDUCATION**

EXPECTED MAY 2017 Bachelor of Arts in Computer Science, Linguistics, Japanese

The University of California, Berkeley

Minor: Korean GPA: 3.5

### WORK EXPERIENCE

January 2015-Present | CS61B Da

CS61B Data Structures Head 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. As head TA, dealt with logistics of the

class between instructor and the TAs

June 2015-Present

Researcher with Stat News Group

Did research on optimization and machine learning applied to news media, including twitter, academic corpora, etc. Currently working on applying deep learning as a preprocessing method for authorship queries.

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, LATEX, MATLAB, OCTAVE, JULIA, Word, PowerPoint, Excel

Intermediate Knowledge: Ruby, Scheme, C, HTML, CSS, Javascript

Basic Knowledge: Objective C

#### Personal Projects

IN MEMORY DATABASE

NEURAL NET | Created a multi-layer neural net implementation in Julia. Involved additional opti-

mizations including ReLUs and dropout.

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

Text Corpora Summarizer | Created a web interface and backend to analyze a corpora of medical paper abstracts

and cluster them based on topics as part of Statnews. Used PCA in order to do the

clustering

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

score emough neutrons and various scarch algorithms. Impromensed in 1 years

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

#### Interests and Activities

Teaching, Machine Learning, Optimization, Natural Language Processing, Learning Languages