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

Current
January 2015-Present
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.

June 2015-Present
Researcher with Stat News Group
Did research on optimization and machine learning applied to news media, including twitter, newspapers, academic corpora, etc.

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 — 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 uses 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