Kevin Moy · (650)-703-9886

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Github: github.com/kmoy

Education

UNIVERSITY OF CALIFORNIA, BERKELEY, COLLEGE OF LETTERS AND SCIENCE (SEP 2018-PRESENT)
Double Major: B.A., Computer Science + Data Science (Cognition Domain Emphasis)
Expected Graduation: May 2021

OHLONE COLLEGE (FREMONT, CA) (2016-2018)
IRVINGTON HIGH SCHOOL (2014-2018)
MAJOR GPA: 3.4
COMMUNITY COLLEGE GPA: 4.0

Work Experience

JAN 2017 – JUL 2017
PROGRAMMER + FRONTEND DEVELOPER INTERN**,** Next Island Virtual Reality
- Improved project code build process time by 10% by modifying existing Bash shell scripts.
- Incorporated Pandas within Python scripts to reduce ETL cycle time for subscriber reporting by 20%.
- Contributed to UI development using Unity Engine and C#, mainly through fixing app bugs

JAN 2020 – CURRENT
SPORTS ANALYST + JOURNALIST**,** Sports Analytics Group At Berkeley
- Collaborate with analytics and projects team to write weekly articles on relevant sports topics supported by statistics and data analysis techniques such as regression and model design.

SEP 2019 – CURRENT (2 SEMESTERS)
COMPUTER SCIENCE MENTOR**,** UC Berkeley CSM
- Teach a group of 4-5 students taking the class CS61A: Structure and Interpretation of Computer Programs course programming and data structure concepts weekly.
- Contribute to course supplementary material by creating worksheet problems and tutorials.

SEP 2019 – CURRENT (2 SEMESTERS)
ACADEMIC INTERN**,** UC Berkeley Computer Science Dept.
- Assist with weekly lab for the CS61A course, by answering students' questions as well conducting weekly mini-lectures

SEP 2014 – CURRENT
CHESS INSTRUCTOR**,** Weibel Chess (Candidate Master, USCF rating 2173)
- Teach a group of intermediate-to-advanced students chess strategies and concepts twice a week. Weibel Chess has won several national championships under my guidance.

Skills

- Programming expertise (by proficiency): Python, Java, C, C++, SQL, shell scripting, HTML5/CSS
- Data Modeling, Cleaning, Pattern Analysis
- Data structures, Software Design Patterns
- Second Languages: Mandarin, Chinese

Projects

ScoreScraper (Python), Lead Developer
- Utilized data manipulation, modeling, and cleaning skills to create program that extracts and formats data from an ESPN basketball scores website into a .xlsx file organized by shot attempt and corresponding team.

Truth Tabler (Python), Lead Developer
- Created Python program that generates and prints a truth table given a variable number of input boolean statements represented as lambda functions.

Gitlet-Plus (Java), Lead Developer
- Applied knowledge of serialization and version control systems to develop a simplified Github-like program which supported basic version-control commands such as pull/push, branch, merge, etc.