Kevin Moy

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Education

UNIVERSITY OF CALIFORNIA, BERKELEY **(SEP 2018-PRESENT)**

CS GPA: 3.5/4.0

Double Major: B.A., Computer Science + Data Science (Computational Biology Domain Emphasis)
Expected Graduation: May 2021

OHLONE COLLEGE (FREMONT, CA) **(2016-2018)**

Relevant Coursework

CS61A: Structure and Interpretation of Computer Programs (Python), DS100: Principles and Techniques of Data Science (Python), CS 61B: Data Structures (Java), CS 170: Efficient Algorithms & Intractable Problems

Skills

- Programming expertise (by proficiency): Python, Java, C, C++, R, SQL, Spark, HTML5/CSS, OpenMP
- Data Modeling + Cleaning + Analysis, Data structures, Software Design Patterns
- Test-Driven Development: creation of comprehensive unit, integration tests

Work Experience

FULL STACK DEVELOPER INTERN, Next Island Virtual Reality **JAN – JUL 2017**

- 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.

CSC100 TEACHING ASSISTANT**,** UC Berkeley EECS Department **SUMMER 2020 – PRESENT**

- Ran biweekly discussion sections of 30+ students to reinforce fundamental data science concepts, e.g. modeling, regression, principle component analysis, etc.
- Collaborated with other undergraduate instructors to design and audit curriculum material.

CS61A COURSE TUTOR, UC Berkeley EECS Department **SUMMER 2020 – PRESENT**

- Prepared and ran weekly sections reinforcing computer programming concepts (e.g. generator functions, trees, object-oriented-programming) with 5 students in a personalized, meeting-like setting.
- Contributed to development of Berkeley CS's standard online exam tool testing format (exam.cs61a.org)

SPORTS ANALYST + JOURNALIST**,** Sports Analytics Group At Berkeley **JAN 2020 – PRESENT**

- 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.
- Designed and implemented an offensive-lineman power-ranking model in Python based on multiple linear regression on statistics such as blocking percentage and penalty count.

Projects

ChessDB-Remastered (Java), Lead Developer (Personal Project)

- Utilized application and GUI programming knowledge via JavaFX libraries as well as chess expertise to create a chess-playing application coupled with a database for storing chess games.

KAWHI-BOT (Python), Lead Developer (Personal Project)

- Coded a specialized basketball-chatbot program which utilized randomized rule-matching and machine-learning principles to output human-like responses to a series of basketball-related questions.

Gitlet (Java), Lead Developer (CS61B Class Project)

- Applied knowledge of serialization and version control systems to design and implement a simplified Github-like program which supported basic version-control commands such as pull/push, branch, merge, etc.
- Developed a testing framework via JUnit for both unit and integration tests.