Sophia Lau

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EDUCATION

UC Berkeley | B.A Computer Science | Class of 2021

Relevant Coursework:

- Algorithms (CS170 Sp18),
- Al (CS188 Sp18)
- Discrete Math & Probability (CS70)
- Data Structures (CS61B)
- Machine Structures (CS61C)

Technologies:

- Java
- Python
- C
- SQL
- JavaScript
- NumpyAdobe Photoshop
- HTML/CSS Adobe Illustrator
 - Adobe Premier Pro

CS Scholars Program, Cohort 9

 1/60 freshmen chosen on the basis of increasing diversity in CS, particularly first generation, minority, and socioeconomically disadvantaged students

EXPERIENCE Berkeley, CA

Spring 2018 - Present

CodeBase at Berkeley | Consulting Project Member | www.codebase.berkeley.edu

- Full-stack web application developer for Bay Area startups
- Working with a small team directed by a project manager

PROJECTS

Jan 2018 – May 2018 HTML/CSS, Django, JS. React

Fall 2017

HTML/CSS, JS,

Spring 2018

Java

Spring 2018

Fall 2017

Python

CodeDoor | CodeBase at Berkeley

 Created a web application inspired by GlassDoor for Berkeley CodeBase members to share their work experience and advice

Personal Website | www.sophialau.me

- Personal project started as an opportunity to learn the basics of HTML/CSS
- Built entire website from scratch in 24 hours with help from StackOverflow

Ants 2.0 | CS61B

- Built an interactive computer game with difficulty and character customization
- Built an engine for generating unique, explorable, 2-D worlds randomly generated based on user input

BearMaps | CS61B

- Built a web mapping application inspired by the OpenStreetMap project
- Used real-world mapping data to rasterize images to display the city of Berkeley
- Implemented search function with autocomplete

Maps | CS61A

- Created a program that takes in user input and preference history and uses it to calculate the best restaurant in the current location
- Wrote algorithm using k-means clustering combined with a regression algorithm to match user with best restaurant