Leo Adberg
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Work Experience

Software Engineering Intern — **Cupertino, CA**
Apple Inc. — Dec 2016 - August 2017

Worked on the Computer Vision and Machine Learning team.

Lab Assistant — **Berkeley, CA**
UC Berkeley — Fall 2016

Lab assistant for CS61A: The Structure and Interpretation of Computer Programs.

Engineering Intern — **El Segundo, CA & Huntington Beach, CA**
Boeing Defense, Space & Security — Summer 2015

Wrote a Matlab program to optimize satellite wiring. Created and presented PowerPoint presentations on satellite design. Developed flight paths using Spirent SimGEN to test GPS hardware.

Education

UC Berkeley — **Berkeley, CA**
B.S. Electrical Engineering and Computer Science (expected 2020) — 2016-

GPA: 3.638

Windward School — **Los Angeles, CA**
Diploma, June 2016 — 2012-2016

Concentration in math and science. Dean's list, 2012-2016.

Johns Hopkins CTY — **Los Angeles, CA**
2013, 2014

Completed intensive courses in cryptology (2013) and electrical engineering (2014).

Extracurriculars

CalSTAR — **UC Berkeley**
Electrical team member for NASA Student Launch competition. — Fall 2017-

FRC/VEX Robotics — **Windward School**
Lead programmer for FRC and VEX robotics teams, designed CAD of FRC robot. — 2012-2016

Projects

LeoSIM: 3D rocket flight simulator built for testing fin control systems in CalSTAR.
Ricochet: 2D physics based iOS game built in Swift.
Jumbo Jobs: Website built for Intuit sponsored hackathon with Python and PHP. It generates linear extrapolations of the growth of various industries in different geographical locations.

Computer Skills

General: Machine Learning, Linux, macOS, Bash, GPU Programming
Software: Xcode, Git, Autodesk Inventor, Onshape, Microsoft Office, G Suite, Adobe Suite
Languages: C/C++, Java, Python, Matlab, Swift, Labview, CUDA/SASS