

Leo Adberg

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Work Experience

Software Engineer

Apple Inc.

Los Angeles, CA

June 2020 - Current

Currently working in the Special Projects Group.

Hardware Technology Intern

Apple Inc.

Cupertino, CA

May 2019 - August 2019

Worked on the Platform Architecture team on work related to hardware simulation.

Software Engineering Intern

Apple Inc.

Cupertino, CA

May 2018 - August 2018

Worked on the Computer Vision and Machine Learning team on work related to visual tracking.

Software Engineering Intern

Apple Inc.

Cupertino, CA

Dec 2016 - August 2017

Worked on the Computer Vision and Machine Learning team on work related to compilers.

Lab Assistant

UC Berkeley

Berkeley, CA

Fall 2016

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

Engineering Intern

Boeing Defense, Space & Security

El Segundo, CA & Huntington Beach, CA

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

B.S. Electrical Engineering and Computer Science

Berkeley, CA

2016 - 2020

GPA: 3.707

Windward School

Diploma, June 2016. Dean's list, 2012-2016.

Los Angeles, CA

2012 - 2016

Extracurriculars

CalSTAR

Avionics team member for NASA Student Launch competition.

Designed flight computer custom PCB and wrote firmware for it.

UC Berkeley

Fall 2017 - Fall 2020

FRC/VEX Robotics

Lead programmer for FRC and VEX robotics teams, designed CAD of FRC robot.

Windward School

2012 - 2016

Projects

SIL: Software-in-the-loop simulator for testing control systems and rocket designs in CalSTAR.

Ricochet: 2D physics based iOS game built in Swift.

Computer Skills

General: Machine Learning, Linux, macOS, Bash, Git, GPU Programming, MPI/Infiniband, CAD

Languages: C/C++, Java, Python, Matlab, Swift, Labview, CUDA/SASS