

Leo Adberg

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Work Experience

Algo Engineer

Hudson River Trading

Currently working in the Technology Development Group.

New York, NY

March 2022 - Current

Software Engineer

Apple Inc.

Worked in the Technology Development Group.

Los Angeles, CA

June 2020 - March 2022

Hardware Technology Intern

Apple Inc.

Worked on the Platform Architecture team on hardware simulation.

Cupertino, CA

May 2019 - August 2019

Software Engineering Intern

Apple Inc.

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

Cupertino, CA

May 2018 - August 2018

Software Engineering Intern

Apple Inc.

Worked on the Computer Vision and Machine Learning team on GPU compilation of neural networks.

Cupertino, CA

Dec 2016 - August 2017

Lab Assistant

UC Berkeley

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

Berkeley, CA

Fall 2016

Engineering Intern

Boeing Defense, Space & Security

Wrote a Matlab program to optimize a wiring problem previously done by hand in satellite development, created and presented Powerpoints on satellite design, and tested GPS hardware with Spirent SimGEN.

El Segundo, CA & Huntington Beach, CA

Summer 2015

Education

UC Berkeley

B.S. Electrical Engineering and Computer Science

Overall GPA: 3.71, CS GPA: 3.91, Transcript and diploma available on request

Berkeley, CA

2016 - 2020

Extracurriculars

CalSTAR

Firmware lead for NASA Student Launch competition.

Designed avionics & flight computer custom PCBs and wrote firmware for them.

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 rocket 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, Web Dev, MPI, CAD

Languages: C/C++/Objective-C, Python, Go, Javascript, Java, Swift, SQL, Matlab