

Leo Adberg
leo@adberg.com • (310) 962-4273
leo.adberg.com • www.linkedin.com/in/leoadberg

Work Experience

Software Engineering Intern

Apple Inc.

Cupertino, CA

Dec 2016 - August 2017

Worked on the Computer Vision and Machine Learning team.

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 (expected 2020)

Berkeley, CA

2016-

Windward School

Diploma, June 2016

Los Angeles, CA

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

Electrical team member for NASA Student Launch competition.

UC Berkeley

2017-

FRC/VEX Robotics

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

Windward School

2012-2016

Projects

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