Liem Nguyen

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Education

University of California, Berkeley — Candidate for B.A., Computer Science *Expected December 2019*
GPA: 3.7/4.0

- *Relevant Coursework*:
  Structure & Interpretation of Computer Programs
  Data Structures
  Great Ideas in Computer Architecture
  Principles & Techniques of Data Science
  Computer Security
  Efficient Algorithms & Intractable Problems
  Introduction to Artificial Intelligence
  Introduction to Communication Networks
  Probability & Random Processes

Armijo High School (Fairfield, CA) *Graduated June 2016*
GPA: 4.0/4.0; SAT: 2330/2400; Class Rank: 1/559 (Valedictorian)

- *Activities*:
  Math Club, Science Club, Academic Decathlon, National Honor Society, Wind Ensemble, Varsity Tennis
- International Baccalaureate Diploma Recipient

Experience

Passport Capital, LLC — Product Development Intern *October 2018 — Present*

- Built and deployed APIs for sentiment analysis of social media posts by cryptocurrency exchanges using Node.js, TensorFlow, and AWS under the supervision of Joe McCann.
- Composed reports on selected topics in cryptoeconomics for potential investors under the supervision of Jon Kol.

Video and Image Processing Lab, UC Berkeley — Undergraduate Researcher *June — August 2018*

- Built neural networks for the unsupervised learning of depth from monocular video under the supervision of Professor Avideh Zakhor.

Ubiquitous Swarm Lab, UC Berkeley — Undergraduate Researcher *June — August 2017*

- Developed virtual reality environments simulating robot swarms in Unity for user studies examining human-swarm interactions under the supervision of Professor Kristofer Pister.
- Implemented flocking algorithms, Oculus Rift hardware integration, motion tracking, and data collection with scripting using C#.

Activities

BERKE1337 — VP of Resources *March 2018 — Present*

- Organized CTF contests, socials, and student workshops on the fundamentals of hacking and cybersecurity.
- Composed homework and organized guest speaker events for the Titans of Cybersecurity DeCal, a student-run course at UC Berkeley designed to teach tools and techniques for malware research and detection.

Virtual Reality at Berkeley — Unity Developer, ISAACS *September 2017 — Present*

- Implemented Oculus Rift hardware integration and panoramic video streaming in Unity with scripting using C# as part of the Immersive Semi-Autonomous Aerial Command System (ISAACS) team.

Honors

National Merit Scholarship, National Merit Scholarship Corporation *March 2016*

- Awarded annually to about 2,500 high-achieving high school seniors.

Skills

Python, Java, C, C#, HTML/CSS, JavaScript, R, Visual Basic, Linux, Unity, Git, LaTeX