

Lois Ho

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Education

University of California, Berkeley
Computer Science

Expected Graduation May 2017

Skills

Python (4/5), Java (4/5), C (2/5), HTML (3/5), CSS (3/5), JavaScript (2/5), SQL(1/5)
Git/Github (3/5), Unix (2/5), Map Reduce (2/5), Chinese (4/5)

Work Experience

Department	University of California, Berkeley Instructional and Research Information Systems / Electrical Engineering & Computer Sciences
Job Description	IT Helpdesk System Facilitator 1. Troubleshooting and diagnosing computer problems and facilitated DHCP connectivity, in person assistance and through RT-ticketing system 2. Register and update systems in IRIS/EECS domain; inventory on software 3. Excellent operational understanding of the technical support structure within EECS to assist clients

Projects	Description	Important Concepts
Trip Finder, Java	Used OOP design pattern to implement a graph package to support two clients. Find shortest/ best trip given two locations	✓ Implementation includes directed, undirected graph, BFS, DFS, A*, Dijkstra Algorithm, shortest path, and traversal module
2048, Java	Implemented OOP to reproduce the widely played game as a Java application	✓ Implemented efficient algorithms ✓ Learned the relationship between front and back end
Relational Database Management System, Java	Effectively implemented a query language of SQL to create a program that had the ability read text-based tables	✓ Scanned for user inputs, parsed code ✓ Displayed tables and exported them into a text file
Ghostbusters, Python	Designed Pacman agents that used sensors to locate and eat invisible ghosts	✓ Implemented algorithms for performing exact and approximate inference using Bayes' Nets.
Personal Website	www.loisbho.github.io	✓ Implemented from scratch HTML, CSS, and JavaScript/jQuery.

Relevant Courses

CS186	Intro to Database Systems	Spring 2016, Hellerstein & Gonzalez
CS169	Software Engineering	Spring 2016, Armando
CS170	Efficient Algorithms and Intractable Problems	Fall 2015, Prasad & Sanjam
CS188	Artificial Intelligence	Fall 2015, Russell
CS61A	Structure and Interpretation of Computer Programs	Spring 2014, Hilfinger
CS61B	Data Structures and Advanced Programming	Fall 2014, Hilfinger & Hug
CS61C	Computer Architecture(Machine Structures)	Spring 2015, Asanovic & Vladimir