Lois Ho

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Education

University of California, Berkeley — **Expected Graduation May 2017**
Computer Science

Skills

Python (4/5), Java (4/5), C (2/5), HTML (3/5), CSS (3/5), JavaScript (2/5), SQL(2/5)
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 Administrator** **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**