LOIS HO

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OBJECTIVE

Interested in an internship opportunity in front-end and/or back-end development for summer 2016.

EDUCATION

University of California, Berkeley Expected May 2017
Bachelor of Arts in Computer Science

SKILLS

Programming Languages:

- Proficient in: Python, Java
- Familiar with: HTML, CSS, JavaScript, SQL, Ruby, Ruby on Rails

Bilingual—fluent in English and Chinese

PROFESSIONAL EXPERIENCE

SOFTWARE ENGINEERING INTERN | SmileyGo March 2016 – Present

- Currently working in a team of 6 to build additional features—reviews and ratings page—with Ruby on Rails
- Incorporated TDD and BDD testing including Rspec and Cucumber tests—runs automated acceptance tests
- Two week iterations following Scrum, an Agile methodology

IT HELPDESK SYSTEM ADMINISTRATOR | UC Berkeley IRIS/EECS Department August 2014 – Present

- Troubleshot and diagnosed computer problems and facilitated DHCP connectivity
- Registered and updated systems in IRIS/EECS domain; performed inventory on software
- Assisted clients with excellent operational understanding of the technical support structure within EECS

PROJECTS

PERSONAL WEBSITE | http://loisbess.com

- Built this website from scratch using HTML, CSS, and JavaScript/jQuery

TRANSACTIONS | Python

- Implemented a concurrency control manager which coordinates simultaneous transactions while preserving data integrity
- Specifics include protocols for Strict Two-Phase Locking and Deadlock Detection

GRAPH PACKAGE | Java

- Developed a graph package to provide methods for manipulating graphs that used traversals, such as breadth-first search, depth-first search, A* search, and Dijkstra's algorithm
- Allowed Trip-finder client to use the package to find the shortest distance with directions from a start and end point

RELEVANT COURSEWORK

CS186	Database Systems
CS169	Software Engineering
CS170	Efficient Algorithms and Intractable Problems
CS188	Artificial Intelligence
CS61A	Structure and Interpretation of Computer Programs
CS61B	Data Structures and Advanced Programming
CS61C	Computer Architecture (Machine Structures)