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Seeking: Software Engineer job

(Back-end, front-end, full-stack)

Education 2017-8 – 2021-5: **double BA**, UC Berkeley
Astrophysics BA & Computer Science BA, GPA: **3.768** / out of 4.0

Select Coursework: Software Engineering, AI, Algorithms,
Computer Architecture, Computer Security,
Machine Structures, Data Structures, Informational Systems, ...

Skills

Fluent:

git & team dev, Python & NumPy, Matplotlib, C

Experienced:

Java, SQL, Agile dev, web apps (Ruby on Rails), OOP,
Test-Driven Development (RSpec & Cucumber), Continuous Integration (Travis), cloud
apps (Heroku), RISC-V assembly & architecture

Learnt in days & used on month(s)-long projects:

Golang, SciKit-Learn (ML), x86 & AVX, HAML & HTML, OpenMP

Learnt (quickly) in the future: the rest

Recent Projects 2021-2 – Ongoing: [legacy website improvement for Snap!Con](#)
Agile team of 5, [Ruby on Rails](#). For college credit.

2020-11: secure file sharing system, [class project](#)

Designed & implemented a Golang end-to-end encrypted file sharing system in a
team of 2. For a security class.

2020-7 – 2020-8: [web apps](#), class projects

Implemented various **Ruby** on Rails web apps following the MVC paradigm, e.g., [a Hangman game](#) and [a film database](#).

* As of Feb 2021, the Hangman game is broken because the external random word
generator it depends on only returns a blank "" now

2020-4: optimised maths module, [class project](#)

Implemented a **C** maths module & optimised it with various techniques, including
x86-AVX vector instructions & **OpenMP** multi-processing.

2020-3: circuit implementation of an **RISC-V** CPU, [class project](#)

Implementation & tests of a standard pipelined design in Logisim.

Work experience 2020-8 – 2020-12: **Undergrad Student Instructor**
TA for the Optical & Infrared Astronomy Lab (Astro 120), 8h/wk