Eric Leong

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EDUCATION

U.C. BERKELEY
BA in Computer Science
Expected May 2021 | Berkeley, CA
Cum. GPA: 3.9 / 4.0
Major GPA: 3.9 / 4.0

HONORS:
Dean's List
UPE Candidate
(Top of 1/3 CS majors)

SKILLS

PROGRAMMING
Proficient:
Java • Python (Django) • HTML/CSS
Javascript (ES6, JSON, Node.js) • React
Git • Git-Flow • C
Familiar:
LaTeX • Android • NIPY
PostgreSQL • Unix • SQL

COURSEWORK

UNDERGRADUATE
Web Design
Struc.+ Interp. of Comp. Programs
Data Structures
Discrete Math and Probability
Information Devices and Systems I
Efficient Algorithms & Problems
Machine Structures
Artificial Intelligence
Supervised Indep. Study
Supervised Research
(Research Assistant)

LINKS

Github:// mageofboy
LinkedIn:// eric-leong

EXPERIENCE

CATALISTX | Software Engineer Intern
November 2018 – Present | Berkeley, CA

- Work with the lead engineer to develop new features in many components of the website to improve UI and helped develop the chat feature
- Working with React.js, Python (Django), HTML/CSS/JS, PostgreSQL

IEEE BERKELEY | Web Design Team Director
January 2018 – Present | Berkeley, CA

- Manage a committee that develops and updates our organization's website
- Initiate new projects for committee members that implement front-end features for the website.
- Responsible for redesign of the website's mobile interface
- Use React, HTML/CSS/JS, JSON, Node.js

RESEARCH

WILLIAMS LAB | Undergraduate Research Assistant
September 2018 - Present | Berkeley, CA

- Developed an algorithm that pulls data from a genome database to find orthologous gene mappings between species. Presented progress at several research symposiums and was well received on our current progress.
- Research on the computational approaches to test for molecular convergence in species of animals that express programmed dormancy
- Assist Professors Williams and Sudmant with the development of an algorithm to test for molecular convergence.

BERKELEY ULAB | Undergraduate Researcher
October 2017 - May 2018 | Berkeley, CA

- Conducted independent research on the symptoms and clinical outcomes of brain atrophy in multiple sclerosis
- Used neuroimaging programming tools, such as NIPY, to create a script that approximates the volume of brain from sample MRI data.

PROJECTS

NAME TAG Cal Hacks Project

- Developed a Social networking android app. Responsible for the backend SQLite database to store contact information and the location tracker to remember contact location.

AMAZONS GAME Personal Project

- Developed a Java implementation of the 2-player game, Amazons, with a GUI
- Implemented an AI, using an alpha-beta pruning, that users can play against.

FANOMETER SacHacks Project

- Developed and proposed a feature for Sac Kings app that would increase fan engagement. Responsible for speech detection feature to measure average decibel of sound in surrounding area.
- Used Arduino, python for main features and HTML/CSS/JS to display features to judges