{ michelle ruby hwang }

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EDUCATION

University of California, Berkeley // Expected Graduation May 2015
B.A. in Computer Science and B.A. in Cognitive Science
Coursework // Structure and Interpretation of Computer Programs, Data Structures and Advanced Programming, Linear Algebra and Differential Equations, Discrete Mathematics and Probability Theory, Multivariable Calculus

SKILLS

Platforms // Windows, Linux
Languages // Python, Java, Scheme, HTML, CSS, JavaScript
Applications // Microsoft Word, Excel, PowerPoint, Adobe Illustrator, Dreamweaver

RESEARCH

Walker Sleep and Neuroimaging Laboratory // Research Assistant (July 2012 – Present)

- Currently aiding research in the relationship between sleep and cognition of the rapidly developing teenage brain
- Applied and monitored EEG equipment for overnight sleep recordings of research subjects
- Fostered the relationship between primary researchers and teenage subjects as to maximize efficiency for the researchers while maintaining a comfortable environment for the subjects

PROJECTS

Ants vs. Somebees // July 2012

- Implemented an tower defense game inspired by PopCap Games' Plants vs. Zombies as well as a GUI to display simple two-dimensional animations

Scheme Interpreter // August 2012

- Implemented a subset of the Scheme language using Python

Enigma Machine // September 2012

- Built a simulator of the Enigma cipher system to take configurations (of eight rotors, and two reflectors) of the machine to encode or decode messages based on these configurations.

Spatial Database // November 2012

- Implemented a QuadTree API to sort large sets of data points provided to the spatial database
- Created an application to stimulate a vehicle moving through a large field of fixed observation posts, with posts broadcasting a pulse making the vehicle detectable, while recording the position of the vehicle

Lines of Action // December 2012

- Implemented the game, Lines of Action, invented by Claude Soucie, for play between two human players, a human and an AI, or two AI's using Minimax and Alpha-Beta pruning