Michelle Koo

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Education:

University of California, Berkeley.....Expected May 2017
Computer Science B.A
Related courses: Calculus II, Linear Algebra and Differential Equations, The Structure and Interpretation of Computer Programs, Discrete Mathematics and Probability Theory, Data Structures and Advanced Programming
Spring 2015 Courses: Machine Structures, Structure and Interpretation of Systems and Signals

Work Experience:

University of California, Berkeley.....June 2014-August 2014
The Structure and Interpretation of Computer Programs Lab Assistant/Academic Intern

- Helped and guided students with lab exercises, homework, and projects
- Part of the Lab Review committee and attended meetings twice a week
- Fixed errors and improved and wrote labs

Yang Fan Academy.....June 2013-August 2013
Web Design Teacher

- Taught children 4th grade to 8th grade the basics of web design
- Scanned tests and managed the student database
- Tutored children of all grades in math and English

Friends of the Dublin Library.....June 2010-August 2013
Graphic Designer Volunteer

- Created the bookmark and fliers advertising the Friends' book sale
- Priced books and entered antiques into their online database
- First recipient of their scholarship volunteer award and library plaque

Organizations:

UC Berkeley Computer Science Scholars.....January 2014-Present
UC Berkeley Society of Women Engineers: Corporate Committee.....August 2014-Present

- Organize and recruit companies for the Shadow an Engineer Program
- Awarded Outstanding Committee Member Award in December 2014

Technovation Challenge Competition World Top Ten Finalist.....August 2013-May 2013

- Created the prototype and basic functionality of a social network Android app called Neighborhoot to bring neighbors and communities together
- Gained entrepreneurship skills, teamwork skills, and basic programming skills

Projects:

Simple Google Maps

- Used A* search to find the shortest path between two locations
- Implemented a graph API with DFS and BFS traversals

Jumping Cubes

- Implemented the game Jumping Cubes in Java as both a terminal application and GUI
- Created an AI that uses heuristics to choose the best move

Note: More projects are listed on my personal website 99.100.34.118/~mkoo

Computer Skills:

Experienced with: Python, Java, Scheme, Microsoft Visual Basic, Photoshop, Dreamweaver, HTML, CSS
Software: Microsoft Windows 7, UNIX, Linux