MONICA TANG

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Experience

Software Engineering Intern at Facebook
Jun. 2018 – Aug. 2018
- Strengthened skills in Android development through the 8-week Facebook University for Engineering program
- Collaborated with 2 others over 5 weeks to develop an Android recipe social media app that provides voice controlled, step-by-step recipe dictation and present it in a final prototype forum
- Implemented app using Java, Android Studio, PocketSphinx speech recognition, Parse, and the Android text to speech engine with mentorship from a full-time software engineer
- Built 4 apps over 3 weeks of Android development training under CodePath, including a Twitter client and Instagram remake

Design Consultant at Berkeley Innovation
Sep. 2017 – May 2018
- Provided design solutions to companies on interdisciplinary teams of 4 through semester-long projects as part of UC Berkeley's premier human-centered design consultancy
- Operated under 4 2-week agile sprints: user research, ideation and lo-fi, mid-fi and user testing, and hi-fi and usability testing
- Held weekly client meetings with CEOs of mobile app startups Elemeno Health and SkyAlert, which has 5+ million users

Co-Marketing Director at The Berkeley Project
Dec. 2017 – present
- Promote a full-day, city-wide service event that attracts 1,500+ volunteers and saves the City of Berkeley thousands of dollars
- Designed 1,200 t-shirts and 3,200 bookmarks distributed in record time and managed Facebook page with 2,500+ likes

Projects

Breaking News Chrome Extension
Jun. 2018
- Implemented an extension that displays top headlines and allows user to follow and search for specific news stories upon opening a new tab
- Built with HTML, CSS, ReactJS, Reactstrap, and the News API

Agency at HackDavis
Jan. 2018
- Collaborated with 3 others to design and develop a website compiling congressional activity
- Built with HTML, CSS, ReactJS, Reactstrap, and the ProPublica Congress API during a 24-hour hackathon

Education

University of California, Berkeley Class of 2021

B.A. Computer Science
Overall GPA 4.0

Skills

Proficient in Python, Java, Git

Familiar with JavaScript, HTML, CSS, SQL

Jupyter Notebook, Android Studio, IntelliJ

Adobe Creative Suite (Illustrator, InDesign, Photoshop, Lightroom)

Figma, InVision, Sketch, Maya

Coursework

Structure and Interpretation of Computer Programs

Designing Information Devices and Systems I

Data Structures [Fall 2018]

Discrete Mathematics and Probability Theory [Fall 2018]

3D Modeling and Animation [Fall 2018]

Virtual Reality [Fall 2018]