

# 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 2,700+ likes

## Projects

### Enigma

Oct. 2018

- Built a simulator of the WWII German machine "Enigma," which implements a progressive substitution cipher to encrypt and decrypt messages given an initial machine configuration
- Utilized HashMap, ArrayList, and Scanners in Java to handle string manipulation, data mapping, and file reading

### Scheme Interpreter

Apr. 2018

- Developed a Scheme interpreter in Python optimized for tail recursion that supported most Scheme expressions

## Education

### University of

California, Berkeley

- Class of 2021
- B.A. Computer Science
- Overall GPA 4.0

## Skills

### Languages

- Proficient in Java, Python, Git
- Familiar with JavaScript, HTML, CSS, SQL

### Tools

- Jupyter Notebook, Android Studio, IntelliJ, Unity
- Adobe Creative Suite (Illustrator, InDesign, Photoshop, Lightroom)
- Figma, InVision, Sketch, Maya

## Coursework

### Current

- Data Structures
- Discrete Mathematics and Probability Theory
- Virtual Reality
- 3D Modeling and Animation

### Past

- Structure and Interpretation of Computer Programs
- Designing Information Devices and Systems I