

# MONICA TANG

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## Experience

### Software Engineering Intern at Facebook

Jun. 2018 – Aug. 2018 | Seattle, WA

- Developed an Android recipe social media app providing voice controlled, step-by-step recipe dictation on a team of 3 through the 8-week Facebook University for Engineering program
- Implemented app using Java, PocketSphinx speech recognition, Parse, and the Android text to speech engine and presented it in a final prototype forum
- Built 4 Android apps over 3 weeks of training under CodePath, including a Twitter client and Instagram remake

### Design Consultant at Berkeley Innovation

Sep. 2017 – May 2018 | Berkeley, CA

- 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 – Dec. 2018 | Berkeley, CA

- Promoted an 8-hour city-wide semesterly service event that attracts 1,500+ volunteers and saves the City \$500k+ annually
- Designed 1,200 t-shirts and 3,200 bookmarks distributed in record time and managed Facebook page with 2,700+ likes

## Projects

### Make and Trip Finder

Dec. 2018

- Created library package allowing graph manipulation in **Java**
- Implemented 2 clients: Make, which rebuilds target files and dependencies given specifications, and Trip Finder, which determines the shortest path between two locations using A\* search

### Amazons

Nov. 2018

- Developed a chess-style board game in **Java** with an AI opponent that finds wins within 10 moves using alpha-beta pruning

### Breaking News Chrome Extension

Jun. 2018

- Built in **HTML, CSS, ReactJS**, and Reactstrap, the extension displays top headlines using the News API and filters by keywords

## Education

### University of California, Berkeley

Class of 2021

- B.A. Computer Science
- Overall GPA 3.96

## Skills

### Languages

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

### Tools

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

## Coursework

- Data Structures
- Discrete Mathematics and Probability Theory
- Virtual Reality
- 3D Modeling and Animation
- Structure and Interpretation of Computer Programs
- Designing Information Devices and Systems I