Owen Jow

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Education

University of California, Berkeley   **August 2014 –**

Third-year undergrad pursuing a bachelor's in computer science, with concentration in graphics and AI.

Awards and Honors: Edward Frank Kraft Award for Freshmen, Dean's Honors (Fall 2014 - Spring 2015)
Organizations: Upsilon Pi Epsilon (UCB's computer science honors fraternity) – part of the web development committee within UPE
Relevant Courses: Computer Graphics, Algorithms, Machine Learning, Image Manipulation and Computational Photography, Artificial Intelligence, Ruby on Rails, The Internet: Architecture and Protocols, Database Systems, Discrete Math and Probability Theory, 3D Modeling & Animation, UNIX for Programmers, Machine Structures, Data Structures, Linear Algebra and Differential Equations
GPA: 3.83

Experience

Undergraduate Student Instructor [UCB EECS Department]   **January 2016 –**

Assisted in teaching the introductory computer science class at Berkeley (~900 students). Worked with other TAs to create course content such as exams and section worksheets. Led weekly discussions, labs, and office hours. Also graded assignments and answered questions over email and Piazza.

Backend Engineer [ASUC Office of the CTO]   **October – December 2015**

Helped restructure the database and contributed to general backend bug fixes as part of the Berkeleytime team [www.berkeleytime.com].

Group Tutor/Reader [UC Berkeley EECS Department]   **August – December 2015**

Worked as a tutor for Berkeley's CS 61A class (Structure and Interpretation of Computer Programs). Taught weekly small-group sections, helped students in office hours, and graded projects and exams.

Highlighted Projects (further descriptions can be found on GitHub)

Starts With A (8/15; Android) – identifies nouns based on starting letter and associated words; **The Rap App (10/15; HTML/CSS/JS)** – interactive website that helps you freestyle, by listening to what you say and suggesting rhymes when you get stuck; **Down to Split (1/16 –; Rails)** – lets users track purchases, split costs, and view global pricing data; **Lens Simulator (4/16; C++)** – path tracing with a lens, plus contrast-based autofocus; **Floxx (4/16–; Android)** – allows groups to set a meeting point and get real-time ETA updates; **H2O (5/16; C++)** – position-based, CUDA-accelerated fluid simulation as described by Macklin & Müller

Computer Skills

Languages

- *Most experienced with*: Java, Python, C++, C#, JavaScript, HTML/CSS
- *Reasonable amount of experience with*: C, MIPS assembly, Scheme, SQL, Ruby, Scala

Software / Platforms / Frameworks

- Windows, OS X, UNIX, Autodesk Maya, Photoshop, LaTeX, Django, Rails, OpenGL, Android, ROS, Unity