

Owen Jow

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Education

University of California, Berkeley

August 2014 –

Sophomore pursuing a bachelor's degree in computer science. Expected to graduate in 2018.

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, Artificial Intelligence, Designing Information Devices and Systems, 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, Structure and Interpretation of Computer Programs

GPA: 3.9

Experience

Undergraduate Student Instructor [UCB EECS Department]

January 2016 –

Rejoined the CS 61A course staff as a TA. Led discussions, hosted office hours, and graded assignments.

Backend Engineer [ASUC Office of the CTO]

October 2015 –

Helped develop an API, fine-tuned search UX, 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 group tutor/reader for Berkeley's CS 61A class. Taught weekly small-group sections, helped students in office hours, and graded students' work for composition.

Highlighted Projects (links can be found on GitHub)

Starts With A – an Android application that identifies nouns based on starting letter and associated words;

The Rap App – a website that helps you freestyle, by listening to what you say and providing rhymes when you get stuck; **Fantasy SSBM** – a Django web application that empowers people to create and manage

fantasy leagues for Super Smash Bros tournaments

Computer Skills

Languages

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

Software / Platforms / Frameworks

- Windows, OS X, UNIX, Autodesk Maya, Photoshop, LaTeX, Django, Rails