Oliver Petrick

1942 Channing Way #201, Berkeley, CA | (847) 404-3551 | odpetrick@berkeley.edu | GitHub @olliep24

Education

UNDERGRAD | AUGUST 2021 – PRESENT | UC BERKELEY (GPA: 3.97)

- B.A. Computer Science, expected to graduate May 2025 (Major GPA: 4.0).
- Related coursework: Computer Programs, Data Structures, Data Science, Linear Algebra, Discrete Mathematics and Probability Theory, Multivariable Calculus, Game Development, and Web Design.

HIGHSCHOOL | JUNE 2021 | EVANSTON TOWNSHIP HIGHSCHOOL (GPA: 4.55)

Technical Skills

- Python, Java, C#, JavaScript, TypeScript, HTML, CSS, SQL.
- Git, React, Unity Engine.

Experience

DATA LABELER, MACHINE LEARNING INTERN | SWINGVISION | JAN 2023 – PRESENT

- Labeling videos to acquire data for machine learning algorithms using video analysis software.
- Developing the abilities to be meticulous, communicate, and organize within a precision-valued work environment.

JUNIOR MENTOR | UCB COMPUTER SCIENCE MENTORS | AUGUST 2022 – PRESENT

- Leading tutoring sections with six students, holding exam office hours for upcoming exams, and building on teaching techniques.
- Offering mentoring regarding course selection, studying tips, and exam preparation.

ACADEMIC INTERN | UCB ELECTRICAL ENGINEERING & COMPUTER SCIENCE DEPT. | JUNE 2022 – AUGUST 2022

- Taught and gave lectures to a 30-student lab section consisting mostly of incoming freshmen in an accelerated computer programs class.
- Offered one-on-one guidance and tutoring for lab problems with thorough explanations and visual techniques.

Projects

- ***Build Your Own World*** (Nov-Dec 2022). Created software to allow user input to interact with a randomly generated world dependent on an input seed. Built a strong understanding of managing complexity in programs.
- ***Package-Runner-20XX*** (Oct-Dec 2022). Coded within a large team of programmers and artists to build a 2D game in Unity. Gained effective communication and team skills.
- ***WordNet*** (Oct 2022). Developed a java backend that parsed data files to supply word usage throughout time and hyponyms relationships in the English language.
- ***Deques*** (Sept 2022). Built two implementations of a double-ended queue data structure with circular topology using arrays and doubly linked lists in java.
- ***Pitch Black*** (Sept 2022). Programmed 2D game in C# and the Unity library. Developed skills working within a team and using git version control.
- ***Scheme Interpreter*** (Apr 2022). Constructed a scheme interpreter in python. Obtained a deep understanding of how computer programs are compiled, interpreted, and evaluated.