

# Paul Struble

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## Education / Technical Skills

**University of California, Berkeley**  
Computer Science & Data Science (BA)

**May 2025**  
Cumulative GPA: 3.748

### Technical Skills

Python (3 yrs) • Java (2 yrs) • HTML/CSS • SQL • Scheme • Git • NumPy  
Web Scraping • Computer Networking • PC Hardware

### Relevant Coursework

Data Structures & Algorithms (CS 61B) • Structure & Interpretation of Computer Programs (CS 61A)  
Discrete Math & Probability (CS 70) • Linear Algebra & Differential Equations (MATH 54)  
Foundations of Data Science (DATA C8)

## Highlighted Projects & Experience

### UC Berkeley Maintenance Data Analysis Tool

**Aug 2023 - Present**

*Python | Personal Project*

- Programming a tool to scrape a database of 400,000+ maintenance requests using **BeautifulSoup4**, **Selenium**, **psycopg3 libraries** to a local **PostgreSQL** database
- Designing data analysis tools (with **NumPy/Pandas/SQL**) to visualize trends and find recurring issues and patterns in 16 years of data
- Employing **OOP** to efficiently organize and manipulates large amounts of information while eliminating redundancy
- Planning a report of findings and presentation of tools to university housing department for a **practical impact**

### Build Your Own World

**Apr 2023 - May 2023**

*Java | Data Structures & Algorithms (CS 61B) | Team*

- Constructed an interactive 2-D tile based game where users traverse pseudo-randomly generated explorable worlds
- Integrated **Princeton alg4 libraries** to enable gameplay features such as player interaction and game state saving
- Wrote automated tests using **JUnit Jupiter**, **Google Truth libraries** to detect bugs and ensure program resiliency

### Employee Supervisor & Residence Clerk

**Sep 2022 - May 2023**

*UC Berkeley Residential & Student Service Programs*

- Led a diverse team of **15+ employees** to provide resident services including database management, check-ins, key services, mail/deliveries, etc.
- Maintained a strong **communication** network with employees by consistently and rapidly responding to calls/messages daily to manage team operations while on- and off-shift
- Planned and executed a **recruitment** strategy to attract new employees through social media outreach, flyers, emails to 1,000s of students

### NGordNet

**Mar 2023**

*Java | Data Structures & Algorithms (CS 61B) | Team*

- Developed software to navigate **Princeton Wordnet database**, find relationships between word meanings, and generate **visualizations** of word-use over time
- Designed specialized **data structures & algorithms** to store and manipulate information from a large public dataset

- Some experience in creative cloud
  - photography + editing (**lightroom, photoshop**)
  - Document cloud: **Acrobat**
  - have fiddled with **premiere pro** and **illustrator**
- Fast learner
  - **switched** into cs major but quickly picked up material, achieved **A- 61a A 61b**
    - Have had a long interest in cs - first **self-taught** python in high school - 2020 summer
  - Learning new technologies for personal project: selenium
- **diversity/leadership** from supervisor position
  - Weekly **announcements** (like STAND UPS), team management
  - Group of 15+ people, problem solving as issues come up (e.g.
- Familiarity creating software at **all stages** of development
  - **Planning, design, development, testing**
  - Good **commenting/documentation** practices
  - Strong ability to **communicate** ideas to team members
  - Experience working in **teams** (61b projects - BYOW, NGordNet)
- Experience in both **software engineering** and **data science**

What is the **project selection** process like?

What does the **application process** look like going forward? / How can I **prepare**?

How can I better **prepare** for the actual **position** (prior to the summer)?

Integration into projects