Paul Legler

COMPUTER SCIENCE · ELECTRICAL ENGINEERING

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Education

University of California Berkeley   *Aug. 2014 - Exp. May. 2018*

B.E. IN ELECTRICAL ENGINEERING AND COMPUTER SCIENCE

- GPA: 3.39

Loyola High School   *Aug. 2010 - May. 2014*

HIGH SCHOOL DIPLOMA

- GPA: 4.7, SAT: 2390
- National Merit Scholar, Academic Department Award in Computer Science, Highest Honors at Graduation

Work Experience

Software Engineer Intern   *Summer 2017*

NORTHROP GRUMMAN

- Worked on the Ground Hardware System Engineering Team for AMP 2 (Advanced Mission Programs 2)
- Developed tools using Visual Basic and Python to help estimate key channel parameter values as well as rewrite the bit-framing method of an encoder for wideband data

Software Engineer Intern   *Summer 2016*

NORTHROP GRUMMAN

- Worked on the Payload Channel System Engineering Team for AMP (Advanced Missions Program)
- Developed tools using Visual Basic in Excel to streamline and standardize verification process of payload level requirements that will save the team 250+ hours per payload

Software Engineer Intern   *Summer 2015*

NORTHROP GRUMMAN

- Worked on the Payload System Engineering Team for EPS (Extremely High Frequency Polar System)
- Developed tools using Visual Basic in Access and worked on simulations in MATLAB to help predict possible problems encountered in space.

High School Software Engineer Intern   *Summer 2014*

NORTHROP GRUMMAN

- Worked on the Payload System Engineering Team for Milstar (Military Strategic and Tactical Relay)
- Redesigned the internal program site using HTML and assisted in the creation of sell off documentation

Other Experience

Undergraduate Student Instructor (Teaching Assistant)   *Aug. 2017 - December 2017*

COMPUTER SECURITY (CS 161)

- Host sections and office hours every week, as well as contribute to development of homework, test questions, and class projects
- Class covers following topics: security principals, secure coding practices, web security, network security, and cryptography
- 20 hours a week, 60 students in sections, 400+ students in class

President & Coach   *Aug. 2014 - Present*

COACHING CORPS

- President (2016 on): responsible for recruitment of new coaches, support of over 40 current coaches and of fellow Coaching Corps leaders, and communication with Coaching Corps regional corporate staff
- Coach (2014 on): provide skill and character development to kids of all ages at underprivileged schools in the Bay Area

AFX Tech Project Lead   *Fall 2017, Spring 2018*

AFX DANCE

- Project lead on a team to develop a history website for AFX dance, a student hip-hop dance organization with over 800 dancers per semester
- Mainly focused on the backend, which was done in Ruby on Rails to allow users to maintain tables of dancers, directors, board members, and the relationships between these groups.

Reader and Lab Assistant   *Spring 2017, Spring 2016*

CS 70, CS 161, EE16A

- Spring 2017: Computer Security (CS 161) (8 hours a week), Spring 2016: Discrete Mathematics and Probability Theory (CS 70) (6 hours a week): Helped grading homework assignments, as well as attended homework parties to help students
- Sprint 2016: Designing Information Devices and Systems I (EE 16A) (5 hours a week) Helped students understand labs and ensured safety in the lab (5 hours a week)

Skills

Python: ●●●●◐	Java: ●●●●○	C++: ●●●●○	C: ●●●●○	
Go: ●●●◐○	SQL: ●●●◐○	JS/HTML: ●●●○○	Rails: ●●●○○	