PATRICIA TSE

Student ● Aspiring Programmer and UI/UX Designer ● Artist

CONTACT

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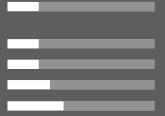🖥️ pktse.github.io/Portfolio/index.html

EDUCATION

University of California, Berkeley, CA
Bachelor of Arts in Computer Science, expected 2023
3.89 GPA
Regents' and Chancellor's Scholar, The Structure and Interpretation of Computer Programs, Data Structures, Discrete Mathematics and Probability Theory

SKILLS

Python
Java
Javascript
HTML/CSS

Photoshop
InDesign
Illustrator
Procreate

PROFILE

I'm a rising sophomore at UC Berkeley pursuing a career in computer science. I have a passion for arts (whether that be digital or traditional) and learning new things (like skateboarding or guitar).

PROFESSIONAL EXPERIENCE

Feb 2020 - present — **Juni Learning**
Computer Science Instructor
- Teach Python and Scratch to kids aged 5-15, in groups of 1-4 students, covering the fundamental ideas behind computer science to recursion and sorting

2019 — **San Francisco International Airport**
Airport Intermodal Planner Assistant
- In 10 weeks, researched and generated 6 reports on Airport transportation, commuter benefits, and needs for an employee commuter benefit kiosk
- transcribed and analyzed data from surveys taken by over 1000 employees and more than 200 airport tenants

EXTRACURRICULAR

2019 - present — **Regents' and Chancellor's Scholars Association (RCSA)**
Media and Marketing Committee Member
- Designed banners, and logos using Adobe Illustrator, Photoshop, and InDesign, serving 800+ scholars
- Designed UI for the website of the planned Inter-UC Conference 2020 using Adobe XD

2019 — **Phi Beta Lambda**
Tech Committee Analyst
- Analyzed Facebook data and APIs using Panda and Python
- create an algorithm that would generate an optimal table of time slots based on the preferences of members which was used by 65+ members
- Used Selenium and web scraping to automate the process of booking library study rooms