Wangda Lei

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Objective: I am a highly driven prospective CS graduate seeking a full-time position in software engineering.

EDUCATION

University of California, Berkeley– California, USA   *12/2020*
Bachelor of Art, Computer Science; GPA: 3.6/4.0
Courses:

- Data Structures
- Algorithms
- Computer Architecture
- Operating Systems
- Parallel Programming (taking)
- Software Engineering
- Artificial Intelligence
- Machine Learning (taking)
- Data Science
- Cloud Computing (taking)
- Discrete Mathematics
- Probability Theory

SKILLS

Languages: *proficient*: Python, C++, C, Java. *familiar*: SQL, Go, JavaScript, HTML, CSS, R, Latex, RISC-V
Tools/Frameworks: Git, AWS, Microservices, ROS, OpenCV, Django, Docker, CUDA, OpenMP, Linux

EXPERIENCE

HL Packaging Group – San Francisco, CA
Software Engineer Intern - Full Stack   *06/2020 - 09/2020*

- Spearheaded end-to-end web development to build front-end architecture, back-end applications, and user interface for order tracking system, and order and shipment management system. (Django, Python, JavaScript , HTML and CSS)
- Deployed the web application for production to Amazon Web Services(AWS). (Elastic Beanstalk, EC2, S3, RDS, SQS, Route 53, Certificate Manager and IAM)
- Translated user needs into easy-to-understand software solutions. Received positive feedback from the sales for enhancing customer experience and from the supply chain for easing the workload of maintaining the order and shipment data.

Mobile Sensing Lab – Berkeley, CA
Research Assistant   *10/2019 - 02/2020*

- Processed data generated in FLOW, a simulator for using reinforcement learning to train autonomous vehicles to improve traffic flow. (Python)
- Developed a vivid animation to visualize simulation data such as speed, CO_2 emission and fuel consumption of autonomous vehicles and human-driving vehicles under different AI algorithms. Added user-interactive tutorials for running the animation. (JavaScript, HTML, CSS, D3.js)

University of California, Berkeley – Berkeley, CA
Academic Intern   *06/2019 - 08/2019*

- Guided 25 students to solidify their understandings in data structure through lab assignments.

PCC Swarmathon Team – Pasadena, CA
Software Engineer - Robotics   *11/2017 - 10/2018*

- Designed and implemented schemes to help autonomous rovers return objects to homebase and improved the success rate by 50%. (C++, Python, OpenCV, ROS)
- Constructed 100+ test cases for AprilTag detection and searching algorithms and created scripts to automate testing on physical rovers and a simulator.
- Won first place in "Mission to Mars" competition by co-devising a Mars mission and demonstrating the mission in simulation(https://www.youtube.com/watch?v=EeXlNW7Ngss). (C++, Gazebo)

PROJECTS

- **Bear Chat(2020 in progress):** A microservice-based web application for sharing posts and making friends.(Go)
- **Spam Classifier(2020):** A classifier to classify emails as spam or not spam using Logistic Regression.(Python)
- **Route Planner(2019):** A program that produces a route and sequence of drop-offs location that tries to minimize total energy expenditure.(Python)
- **Bear Maps(2019)**: Web-Based Interactive Map covering the entire region of UC Berkeley and the surrounding area.Integrated the ability of viewing the map in different resolutions, search bar auto-complete, and shortest routing.(Java)
- **Database(2017)**: Database implemented in B tree on disk to allow users to query data in SQL manner.(C++)
- **Sticky Noty(2017)**: A desktop application that allows user to create, customize and organize sticky notes.(Java)

AWARDS

1st place in Mission to Mars 2018   **Honors in Math**   **Academic Senate Scholarship**