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Education

University of California, Berkeley

Berkeley, CA Expected: Dec. 2020

B.A. Computer Science: GPA: 3.62

Pasadena City College

Pasadena, CA

A.A.Engineering And Technology, and Natural Science; Administration Honors GPA: 3.92

Aug. 2018

Courses

• Completed: Data Structures • Efficient Algorithms and Intractable Problems • Computer Architecture • Artificial Intelligence • Software Engineering • Discrete Mathematics and Probability Theory • Designing Information Devices and Systems • Business Analytics

• In progress: Operating Systems and System Programming • Principles and Techniques of Data Science

Skills

- Languages: (proficient): Python, Java, C/C++. (familiar): Javascript, HTML, CSS, SQL, R, Scheme, RISC-V, x86.
- Tools/Libraries: Git, Pandas, Numpy, SciPy, Matplotlib, D3.js, Latex, ROS, Qt.

Experience

Lab Assistant OCT 2019 - Present

Mobile Sensing Lab

Berkeley, CA

- Worked closely with agile development team to develop, test and maintain a webpage to enhance the demonstration of different algorithms for training autonomous vehicles. (Javascript, HTML, CSS, D3.js)
- o Processed and visualized data generated by FLOW, a simulator for using reinforcement learning to train autonomous vehicles to improve traffic flow. (Python)

Academic Intern

JUN 2019 - AUG 2019

University of California, Berkeley

Berkeley, CA

• Mentored 25 students in labs to solidify their understandings in data structure.

Software Engineer

Nov.2017 - Oct 2018

PCC Swarmathon Team

Pasadena, CA

- Designed and implemented schemes to improve the accuracy and efficiency of the drop-off process. (C++, python, OpenCV, ROS)
- Constructed test cases for object detection and searching algorithm and created scripts to automate testing.
- Directed team members to test searching and drop-off modules in simulator and on physical rovers.
- Co-devised the Mars mission "Conquer Sub-collections with Aerial...." in a competition.
- o Integrated multiple modules to demonstrate the Mars mission using Gazebo.

Academic Assistant

JUN 2017 - MAY 2018

Pasadena City College

Pasadena, CA

- Guided 20 students to work on projects in C++ or Python in labs.
- Demonstrated basic project design techniques and provided instructions to facilitate the debugging process.

Projects

- Taby(2020-present): A Chrome extension that turns tabs into customized collections of URLs and makes retrieving and sharing URLs easier.(Javascript)
- 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)
- Scheme Interpreter (2018): An interpreter for the Scheme language (Python)
- 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 • Dean's Honors • Honors in Math