Wangda Lei

Software Engineer

Berkeley, CA
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Links

Github
https://github.com/radarlwd
LinkedIn
https://www.linkedin.com/in/wangda-lei-14634a6b/

Skills

OS
GNU/Linux, Windows

LANGUAGES
Proficient in:
C/C++, Java, Python
Familiar with:
R, SQL, Scheme, RISC-V,
x86 assembly(MASM)

OTHERS
Git, Vim, ROS, Gazebo,
Latex, OpenCV,
Qt, Eclipse, Pycharm,
Jupyter Notebook,
Visual Studio

Coursework

Completed:
Data Structures
Computer Architecture
Software Engineering
Discrete Mathematics and Probability Theory
Business Analytics
Designing Information Devices and Systems

In progress:
Algorithm
Artificial Intelligence

AWARD

1st place in Mission to Mars 2018
Dean's Honors
Honors in Mathematics

Extracurricular Activity

SHE.CODES
Swarmathon Club

Education

Aug. 2018 - Present **University of California, Berkeley, CA** **B.A. Computer Science. GPA: 3.7**

Jan. 2014 - Aug. 2018 **Pasadena City College, CA** **A.A. Engineering And Technology and A.A. Natural Sciences. GPA: 3.9**

Experience

June 2019 - Aug 2019 **Academic Intern** **University of California, Berkeley**

- Assisted 25 students with CS61B, the premier data structures course at UC Berkeley.
- Mentored students in labs regarding concepts, homework, class-work, and projects.

Nov. 2016 - Apr. 2018 **Software Developer** **PCC NASA Swarmathon Team, Pasadena, CA**

- Designed and implemented schemes to improve the accuracy and efficiency of the drop-off process using OpenCV and ROS.
- Constructed test cases for object detection and searching algorithm and created scripts to automate testing.
- Co-wrote the technical report.
- Directed team members to test searching and drop-off modules in simulator and on physical rovers.
- Presented physical robot demo on AstroFest 2018 in Pasadena Convention Center.
- Devised a Mars mission "Conquer Sub-collections with Aerial Vehicle Nav
- Integrated multiple modules to demonstrate the mission using Gazebo.

June 2017 - May. 2018 **Academic Assistant** **Pasadena City College**

- 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.

Project

Spring 2019 **Bear Maps - web mapping application** **Java, A***

Fall 2018 **Scheme Interpreter** **Python**

Winter 2017 **Minterms Solver** **C++, Quine-McCluskey**

Fall 2017 **Sticky Noty** **Java**

A desktop app to create, customize and manage sticky notes.

Spring 2017 **Database** **C++**

Implemented in B tree on disk to query data in SQL manner.

Fall 2015 **Tower Defense** **C++, Qt GUI**

A 2D game to build towers to protect the homebase from monsters.