

# ROMAIN CHARLES PRIOUR

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## Education

University of California, Berkeley – (Intended) *Computer Science, B.A.*

**Expected Graduation:** May 2022

**Relevant Coursework:** Data Structures and Algorithms, Introduction to Computer Programming for Scientists and Engineers, Introduction to Business Analytics, Introduction to Data Science, Linear Algebra and Differential Equations, Multivariable Calculus, Single Variable Calculus, Physics

## Technical Skills

**Languages and Frameworks:** Python (Pandas, NumPy, Seaborn, SkLearn, Django, Flask), Java, JavaScript/TypeScript, Git, SQL, MATLAB, HTML5, CSS, Microsoft Excel/ASP

**Spoken Languages:** Fluent in French

## Professional Experience

### UC Berkeley EECS

Jul 2020-Present

*Undergraduate Student Instructor, Data Structures*

*UC Berkeley*

- Was recently hired as one of 25 teaching assistants for the introductory data structures and algorithms course, CS 61B.
- Will be responsible for hosting labs and office hours for the remote fall semester.

### Savvy Dating App, LLC

Apr 2020-Present

*Software Developer*

*Remote Job*

- Worked on developing back-end server-side code for the Savvy IOS Application.
- Implemented a reporting feature and improved communication between the back-end code and the SQL database.
- Created a data analytics dashboard using the Flask framework and retrieving data from a MySQL database, and using the chart.js JavaScript library to create visualizations.

### Cal Student Store

Jul 2019-Sep 2019

*Store Associate*

*Berkeley, CA*

- Worked as part of the customer service team.
- Work involved sale of textbooks, clothes and accessories to customers visiting Berkeley and current students.

## Projects

### Website Development

May 2020-Present

*Sports Analytics Group at Berkeley*

- Currently working on remodeling the SAGB website using a given HTML template.
- Working on adding new articles to the website using an automated Python script.

### NBA Data Analytics Project

Jan 2020-May 2020

*Sports Analytics Group at Berkeley*

- Worked on a project to reclassify NBA positions using a K-Means clustering algorithm in Python and determine the most effective team composition.
- This involved web scraping and principal component analysis (PCA) to work with higher dimensional data.

### Gitlet

Apr 2020-May2020

*CS 61B*

- Implemented a fully working version control system written in Java, similar to Git.
- This included supports for functions like adding, committing, merging branches, and remote support for pushing/pulling files.

### Lines of Action

Mar 2020-Apr 2020

*CS 61B*

- Implemented a fully working lines of action board game in Java, using a Minimax algorithm with alpha-beta pruning to create an AI player.
- Implemented a functioning GUI which could make/undo moves, and switch between AI and human players.