Romain Priour

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Education

University of California, Berkeley – Bachelor of Arts, *Computer Science*   Graduation Date: **May 2022**

Technical Skills

- **Proficient**: Python, Java, JavaScript, HTML5/CSS, SQL/PostgreSQL, React.JS, Flask, Pandas, Git, Unix/Shell, REST APIs
- **Familiar:** Node.JS, C/C++, MATLAB, Microsoft Excel
- **Spoken Languages:** Fluent in French

Professional Experience

SAP   **Jun 2022-Present**
Mobile Integration Developer Intern   *Remote*
- Joined the Mobile Experience Engineering team to work on backend services for the SAP Asset Manager Platform.

SAP   **Apr 2021-Sep 2021**
Full Stack Software Engineer Intern   *Palo Alto, CA*
- Engineered a platform with a React frontend and a Python Flask backend to match new grad hires to engineering teams as part of SAP's rotational program, SAP Next Talent, improving process efficiency by 75% and impacting over 200 individual SAP employees.
- Designed a PostgreSQL relational database schema and utilized SQLAlchemy to implement the database for this platform, which leverages over 1000 data points.
- Utilized SAP Cloud Foundry to migrate this customized platform and its database from development phase to production.
- Influenced new development methodology to senior and executive leadership based on initial project scope.
- Generated end-to-end project roadmap through various medias for the enablement of future project adoption and current maintenance.

UC Berkeley EECS   **Aug 2020-May 2021**
Teaching Assistant: CS 61B, Data Structures and Algorithms   *Berkeley, CA*
- Conducted biweekly office hours and taught weekly labs and discussion sections of around 30 students.
- Proctored and graded exams for a class of over 1600 students.
- Completed quality assurance tests for exams, lab assignments and discussion worksheets.
- Upgraded the auto grader's API queries to our course website for written assignments, boosting grading efficiency.
- Resolved student issues with Git repositories and privacy/access rights.

Savvy Dating Game   **Apr 2020-Dec 2020**
Software Developer   *San Francisco, CA*
- Solved major bugs related to state management in the application's Node.JS backend.
- Upgraded the searching algorithm to gradually increase the search radius by 25 miles if no games are found.
- Engineered a data analytics dashboard using the Python Flask framework which pulls data from the app's MySQL database and displays daily active users and demographic data for over 10,000 players.
- Designed a banning feature in JavaScript to block players that have been reported over 3 times, which has been used to report over 100 players.

Organizations

Sports Analytics Group at Berkeley (SAGB)   **Jan 2020-Dec 2020**
Webmaster and Projects Division Member   *Berkeley, CA*
- Designed and maintained sportsanalytics.berkeley.edu, which involved updating forms and adding new articles to the main page.
- As part of the Projects Division, utilized a K-Means Clustering algorithm to redefine NBA positions and find the most effective team composition.
- Created a Python script to scrape over 10,000 lines of CSV data from basketball-reference.com and conducted principal component analysis to reduce the dimensionality of the data.