

# Sean Lam

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## Education

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**University of California, Berkeley** | Berkeley, California

August 2017 - May 2021

**Bachelor of Science** – Electrical Engineering and Computer Science | GPA – 3.35 | Regents' and Chancellor's Scholar

### Relevant Coursework

- Data Structures, Computer Architecture and Machine Structure, Discrete Math and Probability Theory, Algorithms and Intractable Problems, Principles and Techniques of Data Science, Computer Security, User Interface Design and Development

### Awards

- Eagle Scout – Boy Scouts of America

## Extracurricular Activities

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**Computer Science 61B Course Staff** | UC Berkeley

### Academic Intern

Jan. 2019 – March 2019

- Supported students by assisting in coursework and conceptual understanding
- Gained deeper understanding of Java, unit testing, data structures, runtime analysis, and basic algorithms

**Regents' and Chancellors Scholars Association** | UC Berkeley

### Media and Marketing Coordinator

Sept. 2017 - Present

- Lead a committee in charge of creating promotional material to publicize various club events to over 800 scholars
- Organized workshops to teach students how to use Adobe Creative Cloud

## Experience

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**Full Stack Engineering Intern** | Anytrek Corporation

June 2019 – August 2019

- Streamlined business processes by automating orders and payments through online portal
- Implemented core features of the Internal Management System including order and invoice handling
- Utilized modern frameworks to create a more versatile and interactive experience
- Node.js/Vue.js frontend and Java/SQL/Spring Boot backend using Apache Maven

## Projects

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### Android Image Classifier

- Created an android developer application to classify items in an image and return a list of items
- Enabled feature to determine location of each detected object in the image and individually label them
- Utilized Android SDK, Java, and Google Cloud Vision API

### Trip Planner

- Created a graph package using Java data structures and algorithms such as BFS, DFS, Dijkstra's, and A\*
- Utilized the graph package to create a trip planner to find the best route between two cities

### The Game of the Amazons

- Implemented a two-player abstract strategy game created by Walter Zamkaskas in Java
- Created an AI player that "thinks" 5 steps ahead utilizing a custom heuristic and alpha-beta pruning

## Skills

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|---|-------------------------|-------------------|
| • Java, Python, C, MATLAB, SQL, Android SDK | • Unix and Git          | • Adaptation      |
| • Object Oriented Programming               | • Testing and Debugging | • Teamwork        |
|   | • HTML, CSS, JavaScript | • Communication   |
|   | • Adobe Creative Cloud  | • Self-Motivation |