

Sean Scofield

seanvscofield@gmail.com | 661-714-7410

Personal: www.seanscofield.com

2430 Euclid Ave
Berkeley, CA 94709

EDUCATION

UC BERKELEY *Electrical Engineering and Computer Science and Cognitive Science '16*

- CS GPA: 3.32
- Completed coursework in
 - CS61A (Structure and Interpretation of Computer Programs)
 - CS188 (Artificial Intelligence)
 - CS162 (Operating Systems)
 - CS61B (Data Structures)
 - EE20 (Systems and Signals)
 - CS170 (Algorithms)
 - EE149 (Embedded Systems)
 - CS61C (Computer Architecture)
 - CS70 (Discrete Mathematics- and Probability Theory)
 - CS199 (U-grad Research)

William S. Hart High School - Graduated as Valedictorian '12

EXPERIENCE

Software Intern at Advantest (Worked in the W2BI subdivision)

Summer 2014

- Implemented a new method of streaming an android device screen to company's QuikStress software at 10 fps (20x speedup). Worked with Java (Android SDK), C# (Visual Studio), C++ (Android NDK), and performed a bit of shell scripting
- Captured data on how a phone's battery life, audio quality, and video quality are adversely affected when under various stresses. Data was later presented at Verizon's Test Fest 2014 to promote the company and attract customers

edX Course Development

Spring 2013 -- Spring 2014

- Porting the Beauty and Joy of Computing course at Berkeley to the edX platform in preparation for the course becoming an AP Computer Science Principles class in high schools nationwide in the year 2016.
- *Roles:*
 - Team lead for auto-grading, which involved converting the visual programming language used in the course to python, which could then be sent via an ajax request to our grading server to be tested by extensive python unit tests
 - Programmed new features for Snap! and troubleshooted various bugs in the javascript code base. Some of my features that are currently in staging are Google Drive integration, a bug submit feature, and the ability to print text to the main stage

Social Vice President for Resident Hall Association at UC Berkeley

Spring 2013

- Planned and supervised events at the Bowles residence hall, and helped lead residence hall weekly meetings

PROJECTS

Hippo (Work-in-progress Android Music App)

- Developed an Android App that lets a user start a music queue that other users can connect and contribute to
- Programmed a back end node.js server to interface between android and mongoDB - **Personal**

Downloadal (Chrome extension with 5-star rating)

- Designed a Google Chrome extension that finds and displays download links for songs playing on Pandora
- Used jquery to create download button, retrieve the current song's information, and send it via an ajax request to a python server, which would use BeautifulSoup library to scrape the web for download links to send back to the user - **Personal**

Squabble (<http://squabble-app.appspot.com/>)

- Web app for crowdsourcing arguments. Built using python/sql at Berkeley HackJam in Spring of '14. - **Personal**

Game of Taboo

- Built a variant of the game of Taboo for mobile devices
- Created using html/css and jquery; compiled with PhoneGap mobile development framework - **Personal**

Java Projects

- Programmed a Google Maps Search Client using A-star search algorithm
- Solved the game of Connect 4 using Hadoop and Amazon Elastic Compute Cloud (Amazon EC2)
- Built a variation of the Jumping Cube game; used minimax and alpha-beta pruning to program AI
- Created a stripped-down version of GNU Make

PROGRAMMING SKILLS

Experienced In - java, c, javascript, python

Proficient In - C#, Scheme, bash, html5, git, sql, hadoop

INTERESTS/HOBBIES

hockey, running, composing music, lacrosse, ping pong