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)
  - CS61B (Data Structures)
  - CS61C (Computer Architecture)
  - CS188 (Artificial Intelligence)
  - EE120 (Systems and Signals)
  - CS70 (Discrete Mathematics- and Probability Theory)
  - CS162 (Operating Systems)
  - CS170 (Algorithms)
  - Cog Sci C126 (Perception)
  - EE149 (Embedded Systems)
  - Linguistics C105 (The Mind and Language

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**

- Ported 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 troubleshot 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

Downloadal (Chrome extension with 4-star rating)

- Designed a Google Chrome extension that finds and displays download links for songs playing on Pandora
- Used jquery to send song info to python server, which uses BeautifulSoup library to scrape web for download links **- Personal**

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**

Chess AI

- Programmed a javascript chess game complete with AI using minimax and alpha-beta pruning; later ported to C++ **- Personal**

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

- Web app for crowdsourcing arguments. Built using python/SQL and html/css at Berkeley HackJam Spring '14. **- Personal**

Game of Taboo

- Built game of Taboo 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)

PROGRAMMING SKILLS

Experienced In - Java, C, Javascript, Python
Proficient In - Node.js, C#, Scheme, Bash, Html5, Git, Svn, SQL, Hadoop
Other Skills - Unix, Unity 3D, CAD modeling

INTERESTS/HOBBIES

composing music, running, hockey, lacrosse, ping pong