

# SIMON ZHUANG

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## EDUCATION

2016 - Present Undergraduate, *UC Berkeley*  
BA, Computer Science,  
Applied Mathematics,  
BS, Business, Haas School of Business  
GPA 3.95, Major GPA 4.00

## COURSEWORK

CS	Neural Networks Machine Learning Artificial Intelligence Information Devices	Algorithms Data Structures Machine Structures CS Mathematics
Math	Probability Statistics Numerical Analysis Real Analysis	Multivariable Calculus Linear Algebra Differential Equations
Business	Intro to Economics Macroeconomics	Ethics of Business Intro to Business

## SKILLS

Experienced: Python, Java, Numpy  
Proficient: C, SQL, Scheme, Excel, Tensorflow, Sklearn  
Familiar: C#, C++, HTML/CSS/JS, Flask, OCaml

## HONORS & AWARDS

April 2017	<b>Putnam Competition</b> <ul style="list-style-type: none"><li>National Undergraduate Math Contest</li><li>Placed in the top 500</li></ul>
May 2014	<b>USA Junior Mathematics Olympiad</b> <ul style="list-style-type: none"><li>Qualified via two rounds of testing</li><li>Placed 80th on the USAJMO</li><li>Highest score in state</li></ul>
May 2015	<b>Ohio Mathematics League Winner</b>
April 2016	<b>US National Chemistry Olympiad Honors</b> <ul style="list-style-type: none"><li>Awarded to the top 150 students</li></ul>
May 2015	<b>American Computer Science League All-Star Competition</b> <ul style="list-style-type: none"><li>Second Highest Individual Score</li></ul>

## EXPERIENCE

June - August 2017 Software Engineering Intern, *Cloudwiz*

- Upgraded database to MySQL with asynchronous master-slave replication to store user information
- Implemented regex and string matching algorithm

## PROJECTS

November 2017	<b>Spam Classifier</b> <ul style="list-style-type: none"><li>Implemented and trained random forest to classify emails as spam based on keywords</li><li>Built using scikit learn and achieved 80% validation accuracy</li></ul>
March 2017	<b>Dub-It</b> <ul style="list-style-type: none"><li>Application that provides text-to-speech using a celebrity/politician's voice.</li><li>Built using IBM Watson Language API and pydub library on Python.</li><li>Won best entertainment/gaming hack at Hacktech 2017.</li></ul>
September 2016	<b>Hog Strategy Contest</b> <ul style="list-style-type: none"><li>Create an AI using dynamic programming in Python for the die game Hog (variation of Pig) to compete against other submission in CS 61A class.</li><li>Placed 3rd with 113 Wins and 3 losses</li></ul>
October 2016	<b>Yelp Maps</b> <ul style="list-style-type: none"><li>Used Yelp's academic dataset to create a Voronoi diagram of restaurants in a region and implemented a supervised learning algorithm to predict a user's preference of restaurants based on previous reviews.</li></ul>
April 2017	<b>SUS</b> <ul style="list-style-type: none"><li>Android app allowing users to mark areas of environmental problems and organize events to solve them.</li><li>Built using LA City API and Google Maps API</li><li>Won best sustainable hack at LA Hacks 2017</li></ul>