

Jeffrey Tong

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Education

2022–2025 **B.S. Electrical Engineering and Computer Sciences (EE/CS)**, UC Berkeley, 3.814/4.000
Relevant Coursework: **CS 61A:** Structure and Interpretation of Computer Programs (Python, SQL), **CS 61B:** Data Structures (Java), **CS 61C:** Computer Architecture (C, RISC-V), **EECS 16A/B:** Designing Information Devices and Systems I/II (Jupyter, Arduino), **CS 70:** Discrete Mathematics and Probability Theory, **CS 161:** Computer Security, **CS 186:** Intro to Databases

Computer Skills

Languages Python, Java, C++, JavaScript, HTML/CSS, SQL, Swift, TypeScript, LaTeX, C
Services Google Docs Editors, Microsoft Office Suite, Git, Heroku, Figma
Frameworks Node.js, Express.js, RedwoodJS, ReactJS

Experience

Projects

- 2019–Present **Lead Developer**, *Blairpath*, Algorithms and Data Structures at Montgomery Blair HS
- Built a website allowing users to view the school, look up rooms and landmarks, and compute shortest paths
 - Coded with Node.js and HTML/CSS
 - Deployed with Heroku
- 2017–2021 **Captain and Lead Developer**, *DustWatch*
- Wrote code for iOS app, DustWatch, in Swift and published to App Store
 - Delivered forecasted air quality patterns using National Weather Service (NWS) data to send early warnings
 - Presented at major national/international scientific conferences (AGU Fall 2018, AMS 2019, NASA HAQAST5)

Internships

- Summer 2023 **Product and Operations**, *Utopic.ai*
- Developed software for a Web3 startup rewarding content interactions with crypto incentives
 - Worked with RedwoodJS, a full-stack web app framework
 - Built a new homepage based off a Figma design using ReactJS and Tailwind CSS

Jobs

- Summer 2023 **Online Instructor**, *iD Tech*
- Taught for a large STEM camp
 - Prepared and delivered lessons for dozens of private and group lessons
 - Covered Python (with Pygame), Java, p5.js, and animation/game design
- Summer 2022 **TA for USACO Summer Camp**, *Sparks Academy Classroom*
- Taught online classes teaching algorithmic programming in preparation for computing olympiads like USACO
 - Prepared course materials, gave one-on-one hints and debugging in office hours, and supplied long-term guidance

Leadership and Volunteering

- 2022–Present **Problem Writing and Logistics**, *Berkeley Math Tournament (BMT/BmMT)*
- Co-organized BMT, fall tournament for high schoolers (1200 participants)
 - Co-organized BmMT, spring tournament for middle schoolers (700 participants)
- Fall 2022 **Problem Writing, Advising, and Infrastructure**, *California Informatics Competition (CALICO)*
- Led semiannual educational competitive programming contest for precollegiate students (700 participants)
 - Improved service by rewriting backend infrastructure in Python to streamline data generation

Updated November 4, 2023