STEVEN TAN

tan.steven.97@gmail.com | (408) 896-5533
linkedin.com/in/stevenistan | github.com/stevenistan
stevenistan.github.io

EDUCATION

University of California, Berkeley May 2019

B.A. Computer Science (3.34 GPA)

Relevant courses (* *in progress*):

- Structure and Interpretation of Computer Programs, Data Structures, Great Ideas for Computer Architecture, Efficient Algorithms and Intractable Problems, Artificial Intelligence, Database Systems, Internet Architecture and Protocols, *Operating Systems and System Programming**

TECHNICAL SKILLS

Languages: Python, Java, C/C#, SQL, HTML/CSS

Libraries & Frameworks: Ruby on Rails, Apache Thrift, NumPy, Matplotlib, Pandas, Seaborn

RDBMS: PostgreSQL, SQLite

Other: Unity, Git, Subversion

EXPERIENCE

Software Engineer Intern May 2017 – August 2017

Cavium, San Jose, CA

- Created a Python script that summarizes and graphs large amounts of machine learning data using the Pandas and Seaborn libraries to determine the best products to architect
- Laid the foundation for future graphing scripts by introducing new data science libraries with graphs more customizable in functionality and appearance
- Collaborated with the Design for Test team to write a Python script run by Cron that finds the latest Automatic Test Pattern Generator report and tabulates its data onto the Cavium Wiki
- Designed a Python client using Apache Thrift to communicate with a C++ server for JTAG scans
- Designed a SQLite database for fast querying of information useful for debugging
- Learned how to properly document and modularize code such that other engineers can easily understand and build upon its implementation

PROJECTS

Space Hockey (Unity, C#) November 2017

https://github.com/stevenistan/vr-airhockey

- Collaborated in a team of four to design a virtual reality air hockey experience in outer space where players can battle against an AI and collect power-ups to aid in their victory
- Worked on the UX for hitting the puck with a paddle by incorporating sound into collisions and the overall physics of the game in order to provide a more realistic experience in a virtual environment

Bears Who Care (Ruby on Rails) October 2017

https://github.com/stevenistan/bears-who-care

- Developed a web application that aims to destigmatize mental illnesses by providing a platform for Berkeley students to anonymously read and share about their mental health experiences
- Worked on designing and implementing the user, post, and comment models as well as setting up devise for user authentication
- Competed in a hackathon at Google Launchpad and presented the prototype to a panel of Google engineers, Berkeley SIS UX Designers, and Berkeley SCET directors

LEADERSHIP

CS Peer Advisor September 2017 – present

UC Berkeley EECS Department

- Served as a resource for connecting peers to information about declaration and major requirements, enrolling in CS classes, signing up for on-campus tutoring, finding internship and research opportunities, and participating in student organizations

CS 61B Lab Assistant August 2016 – December 2017

UC Berkeley EECS Department

- Assisted students with their lab coursework by helping them understand computer science topics in Java (data structures, algorithms, etc.)