

EDUCATION	University of California, Berkeley <i>B.A. Computer Science (3.34 GPA)</i> Relevant courses (* in progress): <ul style="list-style-type: none">Structure and Interpretation of Computer Programs, Data Structures, Great Ideas for Computer Architecture, Efficient Algorithms and Intractable Problems, Artificial Intelligence, <i>Database Systems*</i>, <i>Internet Architecture and Protocols*</i>	May 2019
TECHNICAL SKILLS	Languages: Python, Java, C, SQL, HTML/CSS Frameworks: Ruby on Rails, Apache Thrift Project Workflow: Git, SVN Environments: Windows, Linux, macOS	
EXPERIENCE	Software Engineer Intern <i>Cavium, San Jose, CA</i> <ul style="list-style-type: none">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 architectLaid the foundation for future graphing scripts by introducing new data science libraries with graphs more customizable in functionality and appearanceCollaborated 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 WikiDesigned a Python client using Apache Thrift to communicate with a C++ server for JTAG scansDesigned a SQLite database for fast querying of information useful for debuggingLearned how to properly document and modularize code such that other engineers can easily understand and build upon its implementation	May 2017 – August 2017
PROJECTS	Caldine (Ruby on Rails) Personal Project: https://github.com/stevenistan/caldine <ul style="list-style-type: none">Collaborated in a team of four to design a social web application connecting UC Berkeley students to eat together at the dining commonsWorked on the user model, view, and controller to ensure proper interactions with the user's profileImplemented the carrierwave gem to allow users to upload a photo of themselves Text Editor (Java) Course Project: <i>Data Structures</i> <ul style="list-style-type: none">Developed from scratch a text editor with capabilities such as cursor clicking, open and save, scrolling, word wrapping, undo and redo, and window resizingDesigned personal data structures to optimize runtime and modularize codeWorked with JavaFX for the graphical user interface (GUI)	November 2016 March 2016
LEADERSHIP	CS 61B Lab Assistant <i>UC Berkeley EECS Department</i> <ul style="list-style-type: none">Assisted students with their lab coursework by helping them understand computer science topics in Java (data structures, algorithms, etc.) Lieutenant Governor <i>California-Nevada-Hawaii District, Key Club International</i> <ul style="list-style-type: none">Served as the liaison for Key Club members across San Jose, Milpitas, Fremont, and Union CityOrganized Bay Area-wide socials, fundraisers, and service events for over 800 members, conducted monthly division council meetings, and served on a district committee	August 2016 – present April 2014 – March 2015