

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, Database Systems, Internet Architecture and Protocols, <i>Operating Systems and System Programming*</i>	May 2019
TECHNICAL SKILLS	Languages: Python, Java, 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 <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	Virtual Reality Air Hockey (Unity, C#) <i>https://github.com/stevenistan/vr-airhockey</i> <ul style="list-style-type: none">Collaborated in a team of four to design a virtual reality air hockey experience where players can battle against an AI and collect power-ups to aid in their victoryWorked 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) <i>https://github.com/stevenistan/bears-who-care</i> <ul style="list-style-type: none">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 experiencesWorked on designing and implementing the user, post, and comment models as well as setting up devise for user authenticationCompeted in a hackathon at Google Launchpad and presented the prototype to a panel of Google engineers, Berkeley SIS UX Designers, and Berkeley SCET directors	November 2017 October 2017
LEADERSHIP	CS Peer Advisor <i>UC Berkeley EECS Department</i> <ul style="list-style-type: none">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 <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.)	September 2017 – present August 2016 – December 2017