

# STEVEN TAN

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EDUCATION	<b>University of California, Berkeley</b> <i>Bachelor of Arts in Computer Science (3.39 GPA)</i> <b>Relevant courses (* in progress):</b> <ul style="list-style-type: none"><li>• Data Structures, Efficient Algorithms and Intractable Problems, Artificial Intelligence, Database Systems, Internet Architecture and Protocols, Operating Systems and System Programming, Computer Security*, Natural Language Processing*, Probability and Random Processes*</li></ul>	May 2019
TECHNICAL SKILLS	<b>Languages:</b> Python, Java, Scala, C/C#, SQL, HTML/CSS <b>Frameworks:</b> Ruby on Rails, Spring, Apache Spark, Apache Thrift <b>Databases:</b> PostgreSQL, DynamoDB, SQLite <b>Other:</b> Unity, Git	
EXPERIENCE	<b>Amazon.com</b> <i>Software Development Engineer Intern</i>  <b>Cavium</b> <i>Software Engineer Intern</i> <ul style="list-style-type: none"><li>• 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</li><li>• 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</li><li>• Designed a Python client using Apache Thrift to communicate with a C++ server for JTAG scans along with a SQLite database for fast querying of information useful for debugging</li><li>• Learned how to properly document and modularize code such that other engineers can easily understand and build upon its implementation</li></ul>	May 2018 – August 2018  May 2017 – August 2017
PROJECTS	<b>Space (Unity, C#)</b> <i><a href="https://github.com/stevenistan/space-vr">https://github.com/stevenistan/space-vr</a></i> <ul style="list-style-type: none"><li>• Collaborated in a team of three to design a mental health journaling iOS application that prompts users to write about their day and assign a color to their response</li><li>• Developed the VR component using Google Cardboard to visualize journal entries as stars in space that when stared at long enough, envelop the user in a 360-degree photo or video</li><li>• Competed in Hack Mental Health and presented a demo to a panel of leading experts in the mental health space</li></ul>	February 2018 – present
LEADERSHIP	<b>CS Peer Advisor</b> <i>UC Berkeley EECS Department</i> <ul style="list-style-type: none"><li>• 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</li></ul>	September 2017 – present