STEVEN TAN

San Francisco Bay Area
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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**

TECHNICAL SKILLS

Languages: Python, Java, C, SQL, HTML/CSS
Frameworks: Ruby on Rails, Apache Thrift
Project Workflow: Git, Subversion
RDBMS: PostgreSQL, SQLite

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

Caldine (Ruby on Rails) November 2016
Personal Project: *https://github.com/stevenistan/caldine*
- Collaborated in a team of four to design a social web application connecting UC Berkeley students to eat together at the dinning commons
- Worked on the user model, view, and controller to ensure proper interactions with the user's profile
- Implemented the carrierwave gem to allow users to upload a photo of themselves

Text Editor (Java) March 2016
Course Project: *Data Structures*
- Developed from scratch a text editor with capabilities such as cursor clicking, open and save, scrolling, word wrapping, undo and redo, and window resizing
- Designed personal data structures to optimize runtime and modularize code
- Worked with JavaFX for the graphical user interface (GUI)

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
- Learned how to effectively communicate and work with CS Department faculty in planning events

CS 61B Lab Assistant August 2016 – present
UC Berkeley EECS Department
- Assisted students with their lab coursework by helping them understand computer science topics in Java (data structures, algorithms, etc.)