

Vincent Tantra

<https://vtantra.github.io/>

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EDUCATION

University of California, Berkeley - *B.S. in Electrical Engineering and Computer Science, GPA: 3.39* CLASS OF 2020

- **Relevant Coursework:** Data Structures, Artificial Intelligence, Algorithms, Design of Info Devices and Systems, iOS Development, Discrete Mathematics, Probability Theory, Multivariable Calculus.
- **Fields of Interest:** Computer Vision, VR/AR, Artificial Intelligence, UX/UI, Game Development, Graphic Design

Singapore American School - *High School Degree, GPA: 4.42* CLASS OF 2017

- **Relevant Coursework:** Game Development, Innovation and Design, Statistics, Macroeconomics, Microeconomics, Psychology

SKILLS

- **Coding Languages:** Java, Python, C, JavaScript, SQL, Lisp, Git, HTML, CSS
- Design/Artistic programs: Adobe Illustrator, Maya, Unity, Adobe Premiere Pro; Management programs: Powerpoint, Excel
- Strong leadership, public speaking, and team building skills from other activities (MUN, Varsity athletics, directing dance teams, etc.)
- Languages: Chinese and Spanish at a conversational level

PROJECTS

iOSudoku – *Swift* APR 2018

- Collaborated with a development team of four to produce a version of the popular puzzle game for iOS devices, using XCode and Swift
- Researched puzzle generation algorithms, assisted in designing the GUI, and outlined the framework (such as which features to include)

Mystery Dungeon – *Java* MAR 2018

- Applied Java coding practices and statistics to develop an algorithm that generated a pseudo-random, rogue-like maze structure
- Developed an entertaining rendition of the “Pokémon Mystery Dungeon” series, creating rudimentary AI for maze-crawling enemies, randomly generated collectibles, save states, various difficulty settings, and amusing mission objectives

BlackJack – *Java* MAR 2016

- Adapted skills learned from coursework to recreate the well-known card game as a personal project on my personal device
- Utilized fundamental data structures to simulate different aspects of the game, such as money, the deck, the hand, etc.

EXPERIENCE

Design Chair – *The [M]ovement Dance Organization* AUG 2018 - PRESENT, BERKELEY

- Nurturing the dance community at Berkeley by creating aesthetic designs for more than 100 members to aid in branding and fundraising
- Supporting a smooth workflow within the organization by providing up to 7 quality designs in 24-hour turnover periods

Academic Intern – *Computer Science 61 Series* JAN 2018 - AUG 2018, BERKELEY

- Fostered the introductory CS community at Berkeley by providing mentoring and debugging assistance in lab sections or office hours
- Volunteered to provide logistical support to more than 1,000 students using a strong knowledge of course policies

Registration Form Developer – *AFX Dance Technology Club* JAN 2018 - MAY 2018, BERKELEY

- Developed a customized signup form for the AFX Dance Community to handle a dataset of more than 2,000 signup requests
- Devised a system that allowed auditionees to edit information after submission, while retaining logistics such as their audition number
- Explored the use of Ruby on Rails in developing dynamic web programs, and was acquainted with the full stack cycle

Website Designer and Developer – *Stella's Child NGO* APR 2016 - APR 2017, SINGAPORE

- Revitalized Stella's Child online presence by creating its official website and mentored other students for a sustainable transition
- Collaborated with the CEO to design an aesthetic site that delivered relevant content, and was named a Recognized Contributor in 2015

EXTRACURRICULARS

Codeology Club – Working on several projects such as Tensorflow object detection AUG 2018 - PRESENT, BERKELEY

PBL Technology Committee – Using R and Excel to process real business datasets AUG 2018 - PRESENT, BERKELEY

INTERESTS

Urban dance and choreography, badminton, videography, music editing, eSports, video game streaming, cooking