

education

- **UNIVERSITY OF CALIFORNIA, BERKELEY** | *class of 2021* Aug 2017 - present • Berkeley
Data Science, Computer Science • GPA: 3.41
Relevant coursework: Optimization Models*, Algorithms, AI, Programming Fundamentals, Data Structures, Computer Architecture, Discrete Math and Probability Theory, Probability for Data Science*, Linear Algebra
**in progress*

experience

- **UC BERKELEY RISELab** June 2019 - present • Berkeley
Research Assistant (Supervisor: Dr. Joseph Gonzalez)
 - Developed prototypes to improve Sketched-SGD, a distributed SGD algorithm that sends sketches rather than gradients for up to 40x communication cost reduction
 - As of Aug 2019, implemented data structure using Pytorch that doubled preliminary (first round) test accuracy
- **BERKELEY CODEOLOGY** Jan 2019 – May 2019 • Berkeley
Project Leader
 - Led two, 4-week projects for club members to learn how to build an online personal portfolio
 - Designed lesson plans on relevant UX topics and web development technologies, such as JS and HTML/CSS
 - Worked one-on-one with students and received mentorship from project managers to improve teaching process
- **UC BERKELEY EECS DEPARTMENT; DIVISION OF DATA SCIENCE** Aug 2018 - present • Berkeley
Academic Intern for CS 70 and Data 100
 - Assist students at office hours 3+ hours a week for CS 70 (Discrete Math and Probability Theory) with 800+ students
 - For summer 2019, served as academic intern for Data 100 (Data Science Principles) for 5+ hours a week
 - Aim to help students think critically about content and assigned problem sets
- **COMPUTER SCIENCE MENTORS (CSM)** Jan 2019 - May 2019 • Berkeley
Junior Mentor for CS 70
 - Teach 1-hour long sessions twice a week to group of 4 students for discrete math pre-requisite
 - Reinforce content with the use of mini lectures and problem-based worksheets
 - Help students strengthen foundations to better approach more difficult concepts and problems
- **THE DAILY CALIFORNIAN** Aug 2017 - May 2018 • Berkeley
Layout Designer
 - Served daily student-run newspaper with readership of 35,000+ students, faculty and residents
 - Layouted text and imagery on pages and collaborated on monthly creative spreads using Adobe InDesign, Ps, Ai

projects

- **HOMEBUDDY: FULL-STACK WEB APP (REACT, NODE.JS, FIREBASE)** Feb 2019 – May 2019 • Berkeley
 - With a 4-person team, built an app that pairs users with "home buddies" to walk home safely from campus
 - On the front end team, developed the client-facing side using React, Google Maps API and HTML/CSS
 - Created sign-up/sign-in functionality, fine-tuned the buddy matching algorithm and designed user-friendly interface
- **SHAPE FROM STEREO (C, SIMD, OPENMP)** Sept - Oct 2018 • Berkeley
 - Created a program that simulates depth perception by generating a depth map from stereo images
 - Optimized performance and increased speedup by 6x using parallelism techniques
- **BEARMAPS (JAVA, INTELLIJ)** April 2018 • Berkeley
 - Programmed a web-mapping application that outputs shortest path distances within Berkeley area
 - Implemented rastering for correct tile selection and A* algorithm to generate shortest distance between two locations
- **EXPLORING DATASETS: MACHINE LEARNING APPLICATIONS (PYTHON)** April 2018 • Berkeley
 - With a team, built linear regression and k-nearest neighbors models and applied to datasets from UCI repository
 - Analyzed graphs created using matplotlib and submitted report for Data Science Applications Decal (INFO 98)

skills

- **LANGUAGES** | Python, Java, C, HTML/CSS, JavaScript
- **LIBRARIES & PROGRAMS** | Pytorch, SQL, pandas, matplotlib, Tableau • Adobe Creative Suite (Ps, Ai, Id, XD)
- **INTERESTS** | General machine learning, CS theory, front-end development, UX design, photography