

Andrew Chan

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Experience

- 2018 *Software Engineer Intern, [Rubrik](#)*
DATA GOVERNANCE
Built modular filesystem data-mining framework, enabling fast iteration on feature engineering, modeling, and evaluation. Prototyped a file activity anomaly detector and file recommender system, evaluating matrix factorization and clustering-based algorithms. Replaced Cassandra+SQLite metadata store with CockroachDB.
- 2017 *Software Engineer Intern, [Webroot](#)*
THREAT INTELLIGENCE
Improved threat intelligence API response times by an order of magnitude at >10k concurrencies. Implemented highly scalable JWT-based authentication scheme.
- 2016 *Software Engineer Intern, [HERE Research](#)*
AUTOMATED DRIVING RESEARCH
Created Google StreetView clone in JavaScript to label panoramic imagery for street-sign classifier. Constructed data visualization pipeline for algorithms to detect map changes on a global scale.

Education

- 2015-2019 *B.A. in Computer Science, University of California, Berkeley*
GPA: 3.7 Overall, 3.75 in EECS
SELECT COURSEWORK: † *I was a student instructor* * *I was a course reader*
Machine Learning • Algorithms II* • Discrete Math & Probability*† • Operating Systems
Natural Language Processing • Computer Graphics • Computer Vision (Graduate)

Projects

- 2017-2018 *[Automated Nerf Turret](#)*
A nerf gun turret I'm building to automatically recognize and shoot my housemate in the face. Hardware and low-level APIs are done. Currently working on the computer vision component.
- 2015 *[Tweet Runner](#)*
3RD PLACE WINNER, BERKELEY CSUA HACKATHON
A web game where enemy spawns are affected by Twitter in realtime.

Skills

- Languages Java • JavaScript • Python • C • C++ • Scala • SQL • \LaTeX
- Libraries React • Django • Pandas • OpenCV • PyTorch • Tensorflow