TREY LOWERISON

EDUCATION

UC Berkeley
Class of 2019

Computer Science
Physics

GPA: 3.3

Coursework

Noise Injection + Machine Learning Project
Computer Architecture
Data Structures
Feedback Control Systems (In Progress)
Quantum Computing (In Progress)

Organizations

ASUC Digital Services
Sigma Alpha Mu Fraternity
  Brotherhood Chariman
UC Berkeley New Student
  Team Leader

EXPERIENCE

CS MENTOR
BREAKOUT MENTORS
Dec. 2017 - Present

- Meet with young students weekly to guide through projects and ideas
- Design and lead projects which utilize important Computer Science concepts such as Object Oriented Programming and data structures; popular projects among students include game design and encryption

FOUNDER
LEAD DEVELOPER
code_it / "Go Code"
May 2017 - Aug. 2017

- Directed student programmers including Shutterfly Co-Founder Dan Baum
- Developed a project-based curriculum for *60* students which included basic Python, game logic, artificial intelligence and encryption (*5 weeks*)
- Designed website in 2 days, viewed by hundreds for maximal outreach

FREELANCE DEVELOPER
Self Employed
Oct. 2016 - Aug. 2017

- Produced an Alpha-Beta Pruning AI for a two player game, improving its average case performance over a normal Minimax alg. by a *factor of 14*
- Designed website for a boutique hotel to increase usability and bookings
- Created website for local fraternity to increase public presence and member recruitment; *incoming class size up by ~200%* from last year

WEB DESIGNER
ASUC Office of the CTO
Jan. 2017 - Present

- Updating student senator accountability web app to increase public usage; will be able to access senators' meeting attendances and notes with ease
- Drafting case management system with tiered user access for Student Advocate's Office; drastic improvement over current paper system

LAB ASSISTANT
Lawrence Berkeley
National Lab
Sep. 2016 - Feb. 2017

- Collected and analyzed data to identify and reduce outgassing errors in ultra-sensitive photomultiplier/vacuum systems
- Gained working knowledge of industry standard vacuum flanges, pumps and tubes as well as oscilloscope use and circuitry design

PROFESSIONAL SKILLS

Language	Experience	Language	Experience	Language	Experience
JAVA	6 years	JAVASCRIPT	2 years	C	4 months
PYTHON	3 years	ANGULAR	8 months	LABVIEW	4 months
MATLAB	1 year	NODE.JS	8 months	ASSEMBLY (RISC-V)	4 months
HTML	2 years	D3.JS	2 months	SQL	2 months