

ANTONIO CONTRERAS

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

Bachelor of Arts, Computer Science

Expected Graduation: May 2017

Relevant Coursework: The Structure and Interpretation of Computer Programs, Data Structures, Artificial Intelligence, Efficient Algorithms and Intractable Problems, Machine Structures, Single Variable Calculus, Linear Algebra and Differential Equations, Discrete Mathematics and Probability, User Interface Design/ User Experience, Databases, Security, Web Development, Finance

TECHNICAL TOOLS

Programming Experience: Java, Python, C, Snap !/Scratch, Android App Development, SQL, HTML5, CSS3, JavaScript, jQuery

EXPERIENCE AND LEADERSHIP

NetSuite Inc. (Acquired by Oracle)

June 2016 – August 2016

Software Engineering Intern | San Mateo, CA

- Identified and fixed bugs that were present in the current product and fixed any issues that were reported by customers.
- Optimized SQL queries in order to reduce the process time of transactions for the accounts of certain customers.
- Worked alongside a senior engineer and product manager to design and build my own feature that was released to over 40,000 customers worldwide by the end of my internship.

University of California-Berkeley EECS Department

January 2015 – August 2015

Academic Intern | Berkeley, CA

- Oversaw weekly office hours in the Data Structures course and clarified theoretical and practical material in order to solidify course concepts.
- Created pre-lab reports to better prepare students to complete their labs.

PROJECTS

Personal Website-tototones24.github.io

February 2017

- Designed and created a dynamic personal website.
- The website exhibits a variety of skills in Html, CSS, JQuery and design.

File Management System and B+ Trees

November 2016

- Created Java based representations of database schemas and tables which are necessary to store records.
- Built a representation of a record and integrated several features to the table that allowed records to be created, retrieved, updated and deleted.
- Implemented a fully functioning B+ tree with key insertion and deletion capabilities.

Crunchtime

January 2016

- Created a calorie burning conversion app for Android.
- Enabled user to enter the type of exercise and how many reps/minutes they did. The user will see how many calories they have burned.
- App also returns equivalent amount of minutes/reps for any other exercise needed to burn the same amount of calories.

Pacman

September 2015

- Developed a Python based application of the game Pacman.
- Built Depth, Breadth-first traversal, A* search, and MiniMax search capabilities.
- Created the optimal strategy so that Pacman knows what is the best possible move depending on its current state.

Graph Library Package

December 2014

- Created Depth and Breadth-first traversal capabilities and A* search with directed and undirected graphs.
- Included a Trip finder that takes cities and roads, a source and destination, and shows the user the best route.
- Developed a Make client that performs basic Make file functionality through use of the directed graph.

ADDITIONAL

- **Honors:** Computer Science Scholar (Spring 2014/Fall 2015), Cal Alumni Association Scholar, Undergraduate Scholarship (UC Berkeley), NetSuite "SuiteBot" AI Competition 2nd place
- **Interests:** Cool Websites, Android Development, Web Development, UX/UI , Baseball, Weightlifting