Tristan Burke

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Education

UC Berkeley, May 2019
BA, Computer Science. GPA (3.5)

Relevant Coursework

Computer Science: Data Structures, Algorithms, Computer Architecture, Advanced Data Structures
Mathematics: Calculus, Discrete Mathematics, Linear Algebra, Probability Theory
Other: Electrical Engineering, Prototyping and Fabrication

American School in London, June 2015
SAT: Math(770), Reading (750), Writing (750)
AP: CS, Callculus BC, Physics C, Music Theory (5 in all tests)
Captain of Rugby Team, Ski Club President, Band Leader

Skills

Languages

Python (Expert)
Java (Expert)
Unix (Expert)
C (Proficient)
SQL (Proficient)
HTML (Proficient)
PHP (Proficient)
C++ (Familiar)

Software

Git (Expert)
IntelliJ (Expert)
Adobe Illustrator (Proficient)
Adobe Photoshop (Proficient)
AutoDesk Fusion 360 (Proficient)
Xcode (Familiar)
Webstorm (Familiar)
Bootstrap (Familiar)

Experience

uConnect Inc. - May '16 - Aug '16
Boston MA. - Software/Sales Intern
· Created, updated, and modified over 30+ websites, each with thousands of users, using WordPress, PHP, HTML, and other website management tools
· Worked with a team of fellow programmers through git to manage both specific site updates and whole product modifications

UC Berkeley - CS Department - Jan '17 - Present
Berkeley, CA - CS Tutor/Instructor
· Grade, advise, and tutor undergraduate Berkeley students in all self-paced CS classes in Python, Java, C, and Unix

Inter Fraternity Council - Jan '17 - Present
Berkeley, CA - VP, Internal Affairs
· Manage, delegate and organize a budget of over $100,000
· Provide council on all IFC matters, representing 35000 greeks

Yelp - May '14
London, UK - Intern
· Collected and organized sales data for processing and evaluation

Personal

·Dual US/UK citizen
·Enjoys rugby, golf, skiing, hiking, piano, drums, travel and film
·Phi Kappa Psi Fraternity: Brotherhood, Public Relations, and Philanthropy Chair within 3 semesters of joining

Projects

Low Poly - Dec '16
Created and coded a series of files in Java that take an inputted image and produce a "low-poly" version. Utilizes multiple data structures and Delaunay triangulation algorithms.

Text Editor - March '16
Built a functional text editor from scratch. Working features included word wrap, scroll bar, undo/redo, window resizing, font sizing, copy-paste, and cursor movement using arrow keys as well as mouse.

Bear Maps - April '16
Built a program using data from the OpenStreetMap project to create a map of Berkeley. Working features included zooming in and out of locations, and an A* driven algorithm which determined the shortest path between any two locations selected by the user on the map.

Scheme Interpretar - Dec '15
Developed a scheme interpreter in Python. Interpreter could read Scheme expressions, handle primitive procedure calls, and evaluate as well as define symbols