Tyler Hou

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https://github.com/tylerhou

Education

2013–2017 **Classical Diploma**, *Phillips Exeter Academy*, Class of 2017, cum laude.

2017–2021 **Computer Science**, *University of California, Berkeley*, Class of 2021.

Skills

	Fluent	Have Experience
languages	JavaScript (ES6), Python	Ruby, C, C++, Java
technologies	React, Node, Git, Linux	Rails, Webpack, LaTeX, PostgreSQL

Work Experience

2017–present **Software Development Engineer**, *Eden*, San Francisco, CA.

2014–2017 **Freelance Software Engineer**, *Phillips Exeter Academy*, Exeter, NH.

- Designed a new website for the Exeter Math Club with React, webapp2, and Google App Engine.
  `https://exeter-math.appspot.com/`
  `https://github.com/EMCC-team/emcc-website`
- Developed an online credit card payment system for the Exonian Online newspaper.
- Managed domain name, DNS, and hosting settings for Matter Magazine, an Exeter science publication.
- Created a visualization of the k-means algorithm for teaching students at Exeter Computing Club.
  `https://github.com/tylerhou/kmeans`

summer 2014 **Teaching Assistant**, *KTByte Computer Science Academy*, Lexington, MA.
Taught ages 9-12 and teenagers (13+) in Computing Fundamentals and Introduction to Computer Science courses, using Scratch and Processing respectively.

Relevant Coursework

Phillips Exeter Academy

computer science **CSC420: Data Structures and Algorithms** (grade: A)
CSC999: Databases and Independent Study (grade: A)

mathematics **Calculus I, II** (grade average: A), **Linear Algebra** (grade: A), **Real Analysis** (grade: A-), **Topology** (A-)

Online Courseware

computer science Coursera: Andrew Ng's Stanford University **Machine Learning** (100% completed)
`https://www.coursera.org/account/accomplishments/certificate/7XHNAP2HGLTL`

Projects

2015 **Connect Four**, `https://github.com/tylerhou/connectfour`.
A connect four game GUI and AI for the CSC420 course in Java, built with negamax (a variant of minimax) plus alpha-beta pruning and a responsive, threaded UI.

2015 **Flow**, `https://github.com/tylerhou/flow`.
A physics simulation of circles undergoing perfectly elastic collisions in CoffeeScript.

Other

interests fluent in Classical Latin and basic Ancient Greek; not-yet published poet and translator of questionable skill; a cappella and choir singer; Classical archæologist (Mt. Lykaion).