

Uthman Momen

University of California, Berkeley

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Education

University of California Berkeley GPA 3.79/4.00 *Fall 2019 - Spring 2022*

Major: Computer Science

Relevant Coursework: Data Structures | Efficient Algorithms and Intractable Problems (current)
| Computer Architecture (current) | Structure and Interpretation of Computer Programs | Discrete
Mathematics and Probability | Cloud Computing | Designing Information Devices and Systems I + II

Experiences

Research Intern |

Berkeley Labs Department of Computing Sciences *May 2020 - August 2020*

- Analyzed and manipulated large databases of vehicle movement data
- Implemented data modeling solutions for better visual representations
- Created a friendly user interface for added flexibility when visualizing data

Research Intern |

Berkeley Labs Department of Computing Sciences *June 2018 - August 2018*

- Designed and implemented a traffic simulation model using MatSims modeling
- Developed a function that would intake data from the traffic model and return data about the traffic flow and speed
- Built a function that would calculate the percentage of autonomous vehicles currently on the road and calculate the effect of traffic

Extracurricular

Robotics | Robotics at Berkeley Club

August 2019 - present

- Worked in small teams to plan, design and prototype a robotics idea that could be eventually used in the real world. I gained experience in arduino, CAD modeling and 3D printing.

Skills

Experienced: Java, Python

Learning: C, Golang, SQL, Javascript, Node JS

Software: Git, Docker, Jupyter, Numpy, Pandas, Folium

Projects

Quizoom - 3rd place project, IBM sponsored track

HackMIT, Fall 2020

- Built an app to help students and teachers gain more from online lectures. The project uses the IBM Cloud speech-to-text api to transcribe a lecture audio into text then parses the text using RAKE nlp to create personalized quiz questions based on the lecture material.
- Technologies: IBM Cloud, Rake-nltk, Python

BearChat (work in progress)

Fall 2020

- A cloud hosted social media web application which allows users to make posts and interact with friends. Built using a microservices architecture.
- Technologies: Golang, SQL, Docker, AWS, Python

LearnTogether (work in progress)

Summer 2020

- A mobile app to help motivate learning by pairing up people who are learning similar skills.
- Technologies: React Native, Node JS and MongoDB.

VersionControl

Spring 2019

- A version control system built to work just like GitHub. The project can store, update and track files as well as complete merges between file histories.
- Technologies: Java