

Clara Lee

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EDUCATION

UC BERKELEY

BA IN COMPUTER SCIENCE

Expected May 2020 | Berkeley, CA

Cum. GPA: 3.4

MINOR IN GERMAN

Expected May 2020 | Berkeley, CA

RANCHO BERNARDO HIGH

Grad. June 2016 | San Diego, CA

COURSEWORK

UNDERGRADUATE

Multivariable Calculus

Linear Algebra

Differential Equations

Data Structures and Programming

Methodology

The Structure and Interpretation of
Computer Programs

Discrete Mathematics and Probability
Theory

Introduction to Artificial Intelligence

Ruby on Rails Decal

SKILLS

COMPUTATION

(Proficient)

Python • Java • HTML

• CSS • LaTeX • InDesign

(Learning)

JavaScript • Ruby •

LANGUAGES

German (Intermediate) • Korean

(Conversational) • Spanish (Elementary)

INTERESTS

Rock Climbing (Bouldering) • Video

Editing • Violin (15 years) • German

INVOLVEMENT

CAL CLIMBING

Competition Director: Coordinate
competitions and training for the Cal
Climbing competition team.

THETA TAU:

ENGINEERING FRATERNITY

EXPERIENCE

EECS DEPARTMENT | LAB ASSISTANT: DATA STRUCTURES (CS61B)

August 2017 - Present | Berkeley, CA

- Assist current students during lab sections, office hours, and project parties
- Offer insight on coding practice and clarifications about any class content

SMARTMIND ROBOTICS | ROBOTICS INSTRUCTOR

November 2015 - July 2016 | San Diego, CA

- Instructed an after-school robotics program at elementary schools.
- Used LEGO MINDSTORMS technology to teach students.

SAN DIEGO SUPERCOMPUTER CENTER | ONLINE CONTENT DEVELOPMENT INTERN

June 2015 - August 2015 | La Jolla, CA

- Read, wrote, and edited 57 "Integrate Procure-to-Pay" webpages for UC San Diego faculty members in order to reduce clutter on their website.
- Wrote 42 knowledge-based articles, each at a minimum of 200 words.
- Learned to use Excel by gathering and manipulating data from product sales

ICI ICE CREAM | ICE CREAM SCOOPER

June 2017 - Present | Berkeley, CA

- Serve customers by scooping gourmet ice cream
- Help the kitchen make the ice cream when there is a lull in customer flow
- Work 3 shifts, a total of 8-10 hours, per week

PROJECTS

HTTPS://WCLARALEE.GITHUB.IO | PERSONAL WEBSITE

December 2017 - Present | San Diego, CA

- Used CSS and HTML to create a personal website from scratch
- Currently in the process of creating more functionality by learning Ruby on Rails, in order to better incorporate my personal YouTube Channel.

PACMAN | UC BERKELEY, ARTIFICIAL INTELLIGENCE

February 2018 | Berkeley, CA

- Created three game trees using Python to solve variations of Pacman games by writing different adversarial search agents.
- Implemented two evaluation functions to optimize Pacman's performance.
- Wrote various game search algorithms, such as Minimax and Expectimax.

GITLET | UC BERKELEY, DATA STRUCTURES

July 2017 | Berkeley, CA

- Programmed a simplified version of Github using Java
- Implemented a complex tree of directories to keep track of SHA-1 references to commits, files, and other trees.
- Successfully coded the program so that it could keep track of merge conflicts, deleted files, and changed files

AUTOCOMPLETE: TRIE TREES | UC BERKELEY, DATA STRUCTURES

August 2017 | Berkeley, CA

- Programmed an autocomplete function using Java that ranked the importance of words in a file of 150,000 words given a partial string input from users.
- Implemented the program under a linear runtime by creating a trie using priority queues, based on the partial string inputs.