

# Andy Ngo

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## EDUCATION

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### University of California, Berkeley

Expected May 2024

- B.A. in Computer Science, GPA: 3.6
- Relevant Coursework: Data Structures and Algorithms, Computer Architecture, Structure of Computer Programs

## SKILLS

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**Languages:** Python, Java, Javascript, HTML, CSS, Kotlin, C, SQL

**Libraries/Frameworks:** React, Node.js, Express, MongoDB, Git, Numpy, OpenMP

**Technologies:** AWS, Google Cloud, Linux/Unix, Figma, x86 Assembly

## EXPERIENCE

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### Intel | Folsom, CA

May 2022 - Present

#### *Software Engineer Intern*

- Automated NAND Verification testing scripts to improve team workflow and increase production speed
- Created a test generator with various wordline pattern sequences to increase test coverage
- Improved team organization by writing scripts to relay codebase data onto Intel wiki page

### Amazon (AWS Artificial Intelligence) | Seattle, WA

Jan 2022 - April 2022

#### *Software Engineer Intern*

- Developed load testing feature to minimize latency and optimize anomaly detection and metric generation workflows.
- Automated machine learning model retraining for AWS Cloudwatch metrics including automatic unit/integration/canary testing within CI/CD deployment pipeline with near 100% uptime.
- Implemented AWS resource tagging system to organize training/retraining workflow

### Nomad | Los Angeles, CA

October 2020 - Jan 2021

#### *Front End Developer Intern*

- Redesigned website with interactive animations and reusable React components.
- Designed customer-facing reservation form with dynamic calendar system.
- Created style guide and templates in Figma to promote consistent design and improve team development.

## PROJECTS

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### Gitlet Version Control System

Java

- Java-based version control system including file tracking, additions, commits, logs, branches.
- Includes remote functionalities such as pushing, pulling, and fetching operations from remote repositories.

### 2D Naruto Platform Game

Java

- Tile-based video game with seed-based world generation and dynamic heads-up display.
- Implemented advanced enemy tracking with A-Star pathfinding algorithm.

### Flare Social Media Platform

React, Node.js, Express, MongoDB

- Spontaneous social media posts that notify others within a selected proximity.
- Geocoding and live map updates that respond to user input and location.

### COVID Virtual Yearbook

HTML, CSS, Javascript

- Website with virtual pages that allows students to participate in yearbook signing during COVID times.

## HOBBIES / INTERESTS

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- Music Production, Cooking, Camping, Guitar, Lifting, Anime, Skateboarding, Graphic Design, Flying Kites