

Andy Ngo

916-342-7090 • Berkeley, CA • ango9031@berkeley.edu

EDUCATION

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

Advanced: Python, Java, Javascript, HTML/CSS, React, Node.js, Express, MongoDB

Proficient: Figma, Git, Linux/Unix, x86 Assembly, OpenMP, C

Learning: AWS, Kotlin, Google Cloud

EXPERIENCE

Software Development Engineer Intern

Jan 2022 - April 2022

Amazon (AWS AI) | Seattle, WA

- 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 telemetry system to provide detailed logs in training/retraining workflows.

Front End Developer Intern

October 2020 - Jan 2021

Nomad | Los Angeles, CA

- 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.

Computer Science Lead Instructor

August 2019 - May 2020

Folsom High Computer Science Club | Folsom, CA

- Led a team of 4 instructors to create and present weekly interactive Python lessons to a class of 30 driven students.
- Hosted various coding competitions, hackathons, and community events with over 300 participants.

PROJECTS

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

- Music Production, Cooking, Camping, Hiking, Powerlifting, Anime, Skateboarding, Video Editing, Flying Drones