XING VOONG

xingvoong@gmail.com 415 -218 -8617 San Francisco – 94134 https://www.linkedin.com/in/xvoong/

Education:

- University of California, Berkeley - Expected graduation December 2019
- BA. Data Science with an emphasis in Cognition and A.I, minor in Computer Science

Related Courses:

• Structure and Interpretation of Computer Programs • Data Structures and Algorithms • Discrete Mathematics and Probability Theory for Computer Science • The Foundations Of Data Science • Probability for Data Science • Great Ideas in Computer Architecture (Machine Structures)

Technical Skills:

Programming: C++, Java, Python
Operating Systems: Windows (7+ years), UNIX (MacOSX/Linux) (4+ years), iOS (4+ years)
Languages: fluent in Vietnamese, Chinese Mandarin and Chinese Cantonese with professional working proficiency.

Professional Experience:

Lab Assistant for CS61B: Data Structures and Algorithms, UC Berkeley August 2018 – Current

- Held office hours weekly to answer questions about the course.
- Provide helps and guidance for students in labs.

Teaching Assistant, City College of San Francisco January 2017 – May 2017

- Helped a professor organize and teach CS 110B, Programming Fundamental: C++.
- Provided in class tutoring to Computer Science students in C++ and Java.
- Enhanced my ability to mentor and communicate with any individual with different learning levels.

Computer Lab Assistant, Financial Aid Office, City College of San Francisco August 2017 December 2017

- Helped students with their online applications for financial aid and mentored new lab assistants.
- In charge of installation of operating systems, computer hardware, and Windows software, virus removal, networking and support of lab computers.

Projects:

Data Structures and Algorithms:

- **Gitlet:** Used built-in Java libraries and data structures to create a smaller version of GitHub
- **BearMap:** A smaller version of Google Map of Berkeley

Nbody Planet:

- Simulating the motion of N objects in a plane, accounting for the gravitational forces mutually affecting each object as demonstrated by Sir Isaac Newton's Law of Universal Gravitation.

The Game of Hog

- Used knowledge in Python to build the game Hog with my new rules

Yelp Map

- Created a visualization of restaurant ratings using machine learning and the Yelp academic dataset using Python

Ants Vs. Some Bees:

- Created a tower defense game called Ants Vs. SomeBees, in Python. This game is inspired by PopCap Game's Plants Vs. Zombies.

Scheme Interpreter

- Used Python to build a Scheme Interpreter

Honors & Awards:

Student of the Year 2015-2016 December 2016

- Given to a single student each year. Based on demonstrated leadership, academic achievement, and empowering other students on campus.

APIASF Scholarship May 2017

Given to 20 Asian & Pacific Islander students in the San Francisco Bay Area.

- Based on academic achievement in STEM fields, leadership skills and contributions to the community.

Interests:

I have strong interests in Artificial Intelligent and Software Development. I hope to develop software and algorithms using A.I (Machine Learning) techniques to help machines learn and solve problems like a human.