XING VOONG

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Education:

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

Related Courses:

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

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

- Tutored students to create a solid foundation in Java, Data Structures and Algorithms.
- Debugged CS61B projects, homeworks, and labs.
- Provided exam and code-writing mentoring during lab and office hours

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

- Organized and taught Programming Fundamental C++.
- Provided in class tutoring to Computer Science students in C++ and Java.
- Accommodated and mentored individuals with different learning levels.

Projects:

Data Structures and Algorithms:

- **Gitlet:** Used data structures such as HashMap, Heap, Stack, LinkList,… to create a smaller version of GitHub in Java.
- **BearMap:** Built a smaller version of Google Map of Berkeley in Java

Nbody Planet:

- Simulated 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

- Implemented a Scheme Interpreter in Python

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.