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Marvin Zhang

Education

2012 - 2016 (expected) **University of California, Berkeley**
Computer Science and Cognitive Science Double Major & Music Minor
GPA: 4.0

Relevant Coursework:

- Structure and Interpretation of Computer Programs (CS 61A)
- Data Structures (CS 61B)
- Discrete Math and Probability Theory (CS 70)
- Machine Structures (CS 61C)

Current Coursework:

- Efficient Algorithms and Intractable Problems (CS 170)
- Operating Systems and System Programming (CS 162)

Skills

Languages: Python, Java, HTML/CSS/JS, Scheme
Operating Systems: Windows, Ubuntu, OS X
IDE's and Tools: Vim, Eclipse, PyCharm, LaTeX, Git, Django

Work Experience

- CS 61A Undergraduate Student Instructor, UC Berkeley (January 2014 - present)

- Currently a Teaching Assistant for CS 61A for the Spring 2014 semester.
- Introductory CS course covering topics such as abstraction, recursion, OOP, and orders of growth.
- Duties include teaching sections, holding office hours, creating discussions and labs, and leading review sessions.

- Engineering Intern, Prism Skylabs (June - August 2013)

- Interned at Prism Skylabs, an SF-based startup working on computer vision and video imagery analysis.
- Worked primarily on web development, with tools including Git, Django, PyCharm, and PostgreSQL.
- Primary project was complete overhaul (backend and frontend) of one of their web apps, the iDashboard.

- CS 61A Reader, UC Berkeley (June - December 2013)

- Worked as a reader for CS 61A for two semesters, Summer 2013 and Fall 2013.
- Duties included grading projects, homework, and exams, holding office hours, and mentoring students.

Projects

- UPE Website (in progress)

- Currently serving as one of two IT committee chairs for Upsilon Pi Epsilon, Computer Science Honor Society.
- Leading a committee to architect, design, and build a new website, using Django, to replace the current website.

- YouTube Adventure (ytadventure.com)

- Collaborated on a project to stream YouTube videos based on relevance to a starting video.
- Worked primarily in HTML/CSS/JS, and utilized the YouTube API.

- Network AI

- Wrote a program in Java to play the board game Network as part of a class project.
- Implemented features including minimax game tree search, alpha-beta pruning, and optimized depth-first search.

Academic Awards and Honors

- Upsilon Pi Epsilon, Computer Science Honor Society, 2013-present
- UC Berkeley Letters and Science Dean's Honor List, Fall 2012, Spring 2013
- UC Berkeley Edward Kraft Award for Freshman, 2012-2013

References available upon request.