

Education

University of California, Berkeley | Class of 2019

B.S. Electrical Engineering and Computer Science | **Major GPA: 4.00**

Relevant Coursework

- CS 61A – Structure and Interpretation of Computer Programs (A+)
- CS 61B – Data Structure and Algorithms (A)
- CS 61C – Machine Structures (A)
- CS 70 – Discrete Mathematics and Probability Theory (A)
- CS 170 – Efficient Algorithm and Intractable Problems (Fall 2017)
- CS 188 – Artificial Intelligent (Fall 2017)
- CS 186 – Database System (Fall 2017)

Skills

Languages: Python, Java, C, MatLab

Web Development: HTML/CSS, JavaScript, SCSS, jQuery, Selenium

Design: Illustrator, Photoshop

Honors and Awards

Dean's Honors, UC Berkeley Undergraduate Scholarship, Great Lake Scholars, McLAMORE Scholars, Scholarship America Dream Award, American Collegiate Go League first place

Experience

Hewlett Packard Enterprise

Software Engineering Intern

Palo Alto, CA

May 2017 – August 2017

- Implemented automated integration tests in Java to test frontend UI features using Selenium with Jenkins support
- Triageed and fixed HPE OneView's software defects related to UI design and components using JavaScript and SCSS
- Improved the efficiency of automated testing tool using Shell scripts and reduced the number of IE test failures to zero

DiversaTech Consulting

Vice President of Technology

Berkeley, CA

December 2016 – Present

- Developed a professional and modernized website for DiversaTech from scratch using HTML/CSS and JavaScript
- Advised consulting teams on technological aspects of consulting projects, including coding and recommendations

Technical Project Manager | Client: Symantec

February 2017 – May 2017

- Led a team of five students to develop an email threat identifier software using Google API and Symantec DLP service
- Developed an interactive and user-friendly interface for the threat identifier software using JavaScript and CSS

Project Manager | Client: eBay

September 2016 – December 2016

- Led a team of four senior consultants to conduct technical research on end-user interface technologies and markets
- Analyzed optimal content to implement at each stage of the end user's journey on eBay's web and mobile application
- Developed metrics to evaluate various software that would maximize user retention rates and speed performance

Berkeley Student Cooperative

Network Manager

Berkeley, CA

May 2016 – September 2016

- Led the technical support team to ensure cyber security on personal computers and routers for 1300+ BSC residents
- Managed the security of official BSC desktops, internet, and wireless access points of over 13+ houses and apartments

UC Berkeley Student Affairs Information Technology

Network Engineering Assistant

Berkeley, CA

May 2016 – September 2016

- Developed strategies using graph theory to maximize wireless internet coverage with limited WAP in all residential halls
- Enhanced cyber and physical security on 10+ Juniper switches to minimize the risk of sensitive data loss and breach

Leadership

Berkeley Campus Go Club

President

Berkeley, CA

August 2016 – Present

- Led and trained a team to compete in the American Collegiate Go League and the World Student Go Championships
- Coached the novice team the fundamentals of Go and advance mathematical and computational Go Game Theory

Projects

RocAlphaGo

September 2016 – Present

- Designed a Go Game interface for manual player and artificial intelligence program (RocAlphaGo) using Python
- Implemented Supervised Policy Network, Reinforcement Policy Network, and Value Network using Python

PeerMind

January 2017 – May 2017

- Developed the mobile and web landing page for the project from scratch using Materialize CSS and Meteor JavaScript
- Implemented Real Time Visual Feedback Update and automated Decision Making Processes using JavaScript