

Alexander LastName

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EDUCATION

University of California, Berkeley | GPA: 3.3

Berkeley, CA

B.A Computer Science

Fall 2013 - May 2017

Relevant Coursework

- Data Structures
- Productive Use of Unix Environment
- Machine Structures
- Discrete Math/Prob. Theory
- Systems and Signals
- Computing with Data

TECHNICAL SKILLS

- Well-versed in Java, Python, R, Unix command/Bash Scripting
- Familiar with C, Matlab

EXPERIENCE

CS61B (Data Structures) Lab Assistant

Fall 2014

- Assisted in two separate 30+ student labs with their lab assignments in addition to homework and project help.

PROJECTS

Analysis on Popular Video Website

November 2015

- Found raw data in the form of a CSV with over 800,000 entries for a video website
- Cleaned the data and reworked it using R into a useable format in which we were able to analyze relationships between view counts, video tags, runtime, etc.

Spark MapReduce

November 2014

- Wrote a MapReduce program that was able to solve arbitrarily MxN sliding puzzles
- Results were obtained running the program on Amazon EC2 servers.

Cat & Mouse BASH Simulation

November 2014

- Created a script that takes in an input location and a maximum number of steps and simulates a cat and mouse chase.
- The Cat's next move depends on whether the Cat can 'see' the mouse which is determined through a function based on the distance and angles of the Cat and Mouse.

Network Board Game AI

April 2014

- Simulated a two player strategy game.
- Programmed an AI in Java that utilized a minimax game tree with alpha-beta pruning

INTERESTS

Standup comedy, hip-hop, reading