ALBERT PHONE

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Education

University of California, Berkeley **Expected Graduation Date: May 2018**

Computer Science GPA: 3.3

-Structure and Interpretation of Computer Programs
-Data Structures and Advanced Programming
-Artificial Intelligence
-Database Systems
-Operating Systems
-Discrete Mathematics and Probability Theory
-Great Ideas of Computer Architecture
-Efficient Algorithms and Intractable Problems
-Nonlinear and Discrete Optimization
-Computer Security

Skills: Python, Java, C, SQL, HTML, JavaScript, CSS, Git

Projects

PintOS (C) **April 2017**

- Implemented a priority scheduler and a multi-level feedback scheduler to control the flow of threads in an OS
- Designed and implemented the basic process commands execute, wait, exit, and halt for the PintOS system
- Enhanced the cache read and write system with a write-back clock algorithm to optimize calls to memory

Dropbox Model (Python) **March 2017**

- Security focused project using authenticated encryption to maintain a cryptographically secure file share platform
- Utilized a merkle tree to store data in order to minimize uploads back to the server

Database (Java) **October 2016**

- Implemented a full database system with disk reading, file and page management, and record storage
- Constructed both buffer management and indexing tools with MRU/LRU/Clock and B+ trees

Gitlet (Java) **December 2015**

- Constructed and implemented a functioning version control software like Git with similar commands such as checkout, branch, commit, log, add, remove, merge, etc.
- Worked with Java's serializable interface to save states of a version control manager

Lines of Action (Java) **October 2015**

- Implemented the board game Lines of Action in an interactive program using DFS and BFS search algorithms
- Incorporated Alpha-Beta pruning and minimax game trees into a functioning AI to compete with users

Scheme Interpreter (Python) **April 2015**

- Implemented a python program which interprets and evaluates the Scheme language
- Worked with two mutually recursive methods to oversee Scheme's nested language

Work History

Software Engineer Intern, Teletrac Navman **June 2017 – Present**

- Added autocomplete and trafficking features and improved UI/UX quality of the Director mobile application, a fleet management system used to conduct geolocation, messaging, and routing services
- Implemented an API layer to the back end to centralize calls between all apps and services
- Designed and developed a hybrid mobile app to perform hours of service logs for drivers/users

McCone Pollen Lab Researcher, UC Berkeley **June 2016 – December 2016**

- Developing a dynamic pollen graphing program using python libraries such as MatPlotLib and PyPlotLib
- Analyzed sediment samples from Clear Lake to visualize climate changes over millenniums

Scholarships Director, ASUC Berkeley **September 2014 – May 2015**

- Lead a team of 3 to design, advertise, and distribute scholarships to the student body of U.C. Berkeley
- Created 3 scholarship including the Maliq Nixon, RISE, SPARCL scholarships

Amazon Sales Web Operator, Edge-I-Wear **July 2014 – August 2014**

- Managed and cataloged over thousands of Edge-I-Wear products on Amazon and CSV files
- Worked extensively with Photoshop and Excel to upload and finalize products on their web

Honors and Awards

Eagle Scout **November 2012**

- Designed and overran the construction and renovation of an unused trailer at Diamond Bar High School