

Jemmy Zhou

<https://jemmy.xyz>

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EDUCATION

- **University of California Berkeley** Berkeley, CA
Bachelor of Arts, Major: Computer Science | Minor: Data Science *Expected Graduation Year: Spring 2021*
 - **Relevant Coursework:** Machine Learning, Software Engineering, Principles & Techniques of Data Science, Computer Security, Artificial Intelligence, Database Systems, Operating Systems and System Programming, Probability & Random Processes, Efficient Algorithms & Intractable Problems, Data Structures, Computational Models of Cognition
 - **Proficient in:** Python, Java, C/C++, SQL, NumPy, Pandas, Scikit-learn, HTML/CSS/JS, Bootstrap, Scheme
 - **Familiar with:** Golang, Ruby on Rails, Assembly (RISC-V)

EXPERIENCE

- **UC Berkeley EECS Department** <https://cs61a.jemmy.xyz>
CS 61A Programming Fundamentals Tutor (Current), TA (Past), Academic Intern (Past) *Spring 2018 - Present*
 - Teach small group mentoring sections each week
 - Additionally meet with students one-on-one for further guidance and tutoring
 - Hold office hours to answer student questions about assignments and concepts
 - Develop and review instructional material, *i.e. create new problems, fix bugs, improve projects*
 - Concepts taught include functional programming, object-orientated programming, declarative programming, recursion, data abstraction

PROJECTS

- **Actionmap** — private repository <https://fancyapp2.herokuapp.com/>
Full Stack, Ruby on Rails, HTML, Bootstrap | Summer 2020
 - Followed Agile practices to develop a website to view representatives in US.
 - Used Travis for Continuous Integration, CodeCov for code coverage, and Pivotal Tracker for agile project management.
- **Predicting NBA Player Salaries** — <https://github.com/jemmy-z/NBAPlayerSalaries>
NumPy, Scikit-learn, Pandas | Spring 2020
 - Using NBA Player statistics and past salary figures, I created a linear model and predicted NBA Player salaries with near 95% accuracy.
 - Applied common data science and machine learning techniques such as web-scraping, feature engineering, and cross validation.
- **Trap_Box** — https://github.com/jemmy-z/Trap_Box
Frontend, C++ | Fall 2016
 - PC based GUI simulating 3D balls trapped inside a wire-frame box.
 - Program can be interacted with mouse drag-and-drops in addition to buttons with various options.

ACTIVITIES

- **Computer Science Mentors** Berkeley, CA
Senior Mentor (Current), Junior Mentor (Past) | Fall 2018 - Present
 - Lead a group of 5-6 Junior Mentors in weekly meetings to share pedagogy tips and review technical content for each week's worksheets
 - Duties include create new content, developing guides, and helping organize review sessions for CS 61A students

SKILLS

- **Fluent in:** English, Mandarin
- **Software:** IntelliJ, Sublime, GDB, Logisim, Adobe Creative Cloud (PS, AI)
- **Hobbies:** Wushu Athlete, Concert Pianist, Drum Major, Photographer