

Raymond Tan

209-278-9054 | raymondtan@berkeley.edu | [linkedin.com/in/-raymond-tan](https://www.linkedin.com/in/-raymond-tan) | github.com/raymondtan8

EDUCATION

University of California, Berkeley

Berkeley, CA

B.A Computer Science Major, 3.72 GPA

Aug. 2020 – May 2024

Relevant Coursework: Operating Systems, Computer Security, Artificial Intelligence, Advanced Algorithms, Discrete Math and Probability Theory, Techniques of Data Science, Computer Architecture, Data Structures, Circuit Analysis

EXPERIENCE

Capital One

May 2023 – Aug 2023

Software Engineer Intern

Chicago, IL

- Programmed a full-stack Vue.js interface, allowing service agents to update customer data at a 70% faster rate
- Built dynamic navigation routes with Vuex store and state management, providing a seamless user experience
- Managed deployment processes out to local server environments, lowering overall integration speeds by 30%

Amazon

May 2022 – Aug 2022

Software Engineer Intern

Austin, TX

- Developed a Java REST API with a React frontend, gathering customer insights from 30+ media channels
- Automated the deployment of Cloud Infra with the AWS CDK, reducing cloud management overhead by 40%
- Resolved an issue of high cold-start times by setting up live Auto-Scaling, lowering average latency from 17s to 1s
- Familiarized in Agile/Scrum methodologies including bi-weekly sprints, user stories, and daily standups

UC Berkeley EECS Department

Jan 2022 – Present

Head Undergraduate Student Instructor

Berkeley, CA

- Manage course forums and lead other course staff members in assisting students as Head of Questions for CS 61A
- Lead weekly discussion and lab sections covering fundamentals including recursion, mutation, and OOP in Python
- Contribute to course infrastructure by ensuring content and software are up to date
- Teaching website: <https://raymondtan.me/teaching>

Berkeley Pharma Tech

Dec 2020 – Apr 2021

Software Engineer Intern

Berkeley, CA

- Built a full-stack web application, including authentication for account creations, logins, and operations
- Used Solidity programming language to develop cryptocurrency token based on Ethereum “smart contracts”
- Increased security of digital wallets for token storage used by 30+ company employees and interns

PROJECTS

Penguin Tower Placement | *Python*

- Used K-means clustering and a greedy algorithm to determine best placement of towers given penguin locations
- Placed top 10% in competition optimizing for minimal placement of towers, also winning “Most Creative Solution”

NBA Team Generator | *React, HTML/CSS*

- Created a multiplayer NBA-based game with a stunning user interface, utilizing the NBA API to access player info
- Developed an algorithm based on several categories (points, awards received, etc) to determine the best players

Gitlet | *Java*

- Programmed a working version-control system that mimics the basic features of Git
- Employed file serialization and hash maps to compress, manipulate and organize file content with efficiency

Scheme Programming Language Interpreter | *Python*

- Developed an interpreter for the Scheme language supporting a majority of the language’s expressions and syntax
- Mastered concept of semantic and lexical analysis used by computers to understand code

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, C, HTML/CSS, SQL, Solidity, Scheme

Technologies/Frameworks: React, Vue, JUnit/Mockito, Google Guice, AWS Services, NumPy, Pandas, Git