

Audrey Thompson

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Education

University of California, Berkeley, Intended Major: B.A. in Computer Science

Class of 2020

Work Experience

Computer Science Tutor, [University of California, Berkeley](http://www.berkeley.edu) **August 2017 - Present**

Taught other students in an intro computer science class ([CS 61A](#)) with around 2000 students enrolled. Led and organized weekly tutoring sections with 8-10 students. Assisted other teaching staff in creating and grading assignments, and held weekly office hours to give one-on-one help to students.

Pathfinder Software Engineering Intern, [Electronic Arts](#) **May 2017 - August 2017**

Designed and implemented an interactive online dashboard containing key performance indicators and data visualization for internal company metrics, intended to improve cohesion, communication, and data sharing between teams within company. Solo project coded in React/Redux, JSX, and HTML/CSS.

Technical Alumni Teaching Assistant, [Girls Who Code](#) **June 2016 - July 2016**

Taught lectures on OOP, web development and Arduino robotics (Scratch, Python, HTML, JavaScript, CSS, C++), assisted and mentored students in collaboration with two other teaching staff. Educated the future women in tech to improve gender parity in STEM.

Youth Software Engineering Intern, [Cloudera](#) **May 2016**

Analyzed and visualized data from database optimizer product in beta ([Cloudera Navigator Optimizer](#)) to create an interactive dashboard web app for executives that displayed actionable metrics for product improvement. Solo project that went live after development, code in HTML, CSS, JavaScript, and Python.

Projects

SLA Dashboard **Summer 2017**

Online dashboard that displays internal company metrics created with React/Redux, JSX, and HTML/CSS during an internship at Electronic Arts.

Witch Garden **Spring 2017**

Top-down 2D isometric single player video game where the player's goal is to cause as much destruction to the map as possible while stealthily avoiding enemies, created in Unity as an independent group project. Was recognized as the best game of Spring 2017 by the UC Berkeley GameCraft club.

Navigator Optimizer Executive Dashboard **Spring 2016**

Data visualization web app coded with JavaScript, HTML/CSS, and Python during an internship at Cloudera.

Plexi **Summer 2015**

Online interactive web app designed to help users suffering from negative emotional states such as anxiousness or sadness by offering a variety of mood-improving minigames, tips, and media. Created using HTML/CSS and JavaScript as a group project during the Girls Who Code summer immersion program.

Skills/Activities

Computer Languages: Java, Python, C#, HTML, CSS, JavaScript, React/Redux, JSX, LISP (Scheme), SQL

Tools: Unity, Git/GitHub, Balsamiq, Unreal, Blender, JIRA, GIMP, Adobe suite, Microsoft suite

Languages/Writing: Strong English writing skills, learning beginner-level Mandarin Chinese

Interests/Extracurriculars: Virtual reality, theater, acapella/choir, martial arts (karate, jiu-jitsu, judo), alto saxophone, flute, video games, skiing, digital art, game design, track and field, eSports

Clubs: Business Careers in Entertainment Club, Berkeley Legends, GameCraft, VR @ Berkeley