Colin Schoen

Student and UGSI at UC Berkeley

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Education

Computer Science, BA
University of California, Berkeley

2014 - (2018)

Experience

Software Engineering, Tools and Infrastructure Intern
Google

May 2017 - August 2017

- Implemented infrastructure to facilitate more flexible and faster testing of Google App Engine.
- Added additional testing capabilities to Skylark's testing framework.
- Languages: Extensive work in Python & Skylark

Software Engineering Intern
Google

May 2016 - August 2016

- Implemented an internal experiment framework to conduct multivariate experiments, gradual launches, roll-outs and hold-backs.
- Designed and implemented an API endpoint to pass experiment state data through the full stack along with fall back redundancy.
- Languages: Extensive work in Java and Javascript (Angular)

Undergraduate Student Instructor CS61A
University of California Berkeley

Jun 2015 - Present

Undergraduate Student Instructor for CS61A (Structure and Interpretation of Computer Programs).

Terms: Summer 2015, Fall 2015, Fall 2016, Spring 2017 (present)

- Designed, developed and shipped a new web application in three days to better manage 200+ lab assistants 1000+ check ins (la.cs61a.org).
- Taught two 30 student labs and discussions of students with and without prior programming experience.
- Lead office hours and one on one tutoring sessions.
- Collaborated with a staff of undergraduate and graduate TAs to build projects, labs, discussions and exams for a 1400+ person course.
- Created problem solution videos available on Youtube.

Lead Developer
Simple Machines Forum

May 2013 - Present

Simple Machines Forum (simplemachines.org) is a widely used open source forum project powering large sites such as Avast's community help site.

- Lead a team of 3 staff developers and dozens more community contributors.
- Own the release process of new SMF versions.
- Develop the new SMF 2.1 and create patches to fix issues in the existing SMF 2.0 line.

Projects

Lab Assistant Manager (la.cs61a.org) (github.com/colinschoen/Check-In)
Technology used: PHP, Laravel, mySQL, AJAX, Javascript, jQuery, CSS, HTML
-Modern web application built to streamline the check in process for CS61A's 200+ lab assistants and 2000+ checkins.
-Features multilevel access control, email notifications, dynamic lab assistant assignments, intelligent analytics and visualizations for course staff and lab assistants.

Python Game Web GUI (colinschoen.me/ants) (github.com/colinschoen/Ants-Web-Viewer)
Technology used: Python, AJAX, Javascript, jQuery, CSS, HTML
- Reengineered the old game graphics which used the Python Tkinter library to now harness the power of modern browser technology.
- Use AJAX POST requests and internal web server to communicate with game state between GUI and game logic.
- Custom auto-updater using Github API.
- Used by 2000+ students in CS61A.