

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 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 (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.

Open Source Project Team Member

Simple Machines LLC

May 2013 - Present

Simple Machines Forum (SMF) is a widely used open source forum project offering an official modification library of nearly 2000 approved modifications and over 1000 approved themes.

- Review, approve and manage the officially supported modification library.
- Communicate with modification authors to provide code composition suggestions.
- Update and ensure adherence to the Customization Coding Guidelines.

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.

VATSIM Virtual Airline System (vasops.vatsim.net) (github.com/colinschoen/vasops)

Technology used: PHP, Laravel, OAuth, AJAX, jQuery, OAuth

- Dynamic link management solution for VATSIM (A Non-Profit International Online Flying Organization)
- Features a built in custom help desk, integrated link back checking and single sign on (SSO) using OAuth.