

Gregory Jerian

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EDUCATION

University of California, Berkeley | Berkeley, CA

Bachelor's in Computer Science, GPA: 3.895

Jun. 2017 – May 2021

Coursework (selected):

- Data Structures
- Great Ideas of Computer Architecture
- Principles and Techniques of Data Science
- Web Design
- Discrete Mathematics and Probability Theory
- Designing Information Devices and Systems
- Linear Algebra
- Multivariable Calculus

SKILLS

- Advanced proficiency in Java, Python (NumPy, pandas, iPython)
- Proficient in Git, C, SQL, LaTeX, HTML, CSS, Golang

WORK EXPERIENCE

UC Berkeley EECS Department | Berkeley, CA

Teaching Assistant – Great Ideas of Computer Architecture

Jun. 2019 – Present

- Lead discussion and lab sections of around 40 students
- Help students navigate and understand difficult course concepts
- Manage lab assistants to effectively answer questions and gauge student understanding
- Create assignments, write exam problems, and grade student work

Lab Assistant – Designing Information Devices and Systems

Aug. 2018 – May 2019

- Answered student questions about assignments in lab sections of around 50 students
- Gave feedback on assignments to instructors and teaching assistants
- Performed auxiliary duties, including presenting in review sessions and grading

Group Tutor – Data Structures

Jan. 2019 – May 2019

- Led small group tutoring sessions on Java programming and data structures

Palo Alto High School | Palo Alto, CA

Teaching Assistant – AP Computer Science

Jan. 2017 – Aug. 2017

- Gave lectures on computer science topics to a class of around 20 students

City of Palo Alto | Palo Alto, CA

Lifeguard/Swim Instructor

Jul. 2015 – Aug. 2017

PROJECTS

Student Feedback Data Analysis (Python)

Summer 2019

- Performed data analysis on student feedback from teaching assistant role using iPython and pandas
- Created visualizations using Seaborn to look for trends related to number of sections attended

Ham-Spam Classifier (Python)

Spring 2019

- Created a classifier for determining if an email is spam using Python and scikit-learn
- Capable of detecting spam emails with over 90% accuracy

Game of the Amazons AI (Java)

Fall 2018

- Created a playable version of a chess-like strategy game using the Java AWT platform
- Wrote an AI that uses a minimax tree to play out an entire game as either player