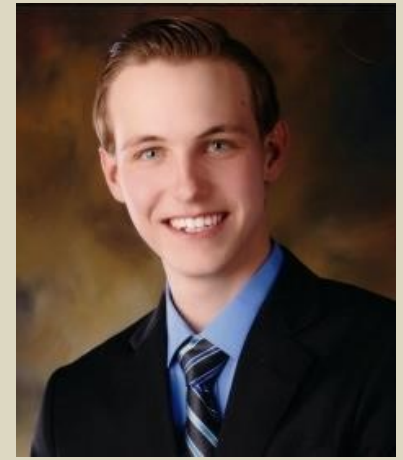


# Andrew Peter Boka

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## Objective

To obtain employment in the field of computer science and engineering

## Education

**University of California, Berkeley** – Berkeley, CA **May 2020**  
Bachelor of Science Degree in Computer Science & Engineering  
College of Engineering – Department of Electrical Engineering & Computer Science

**Faith Lutheran High School** – Las Vegas, NV **June 2016**  
High School Honors Diploma with STEM Computer Science Endorsement

## Relevant College Coursework

Structure & Interpretation of Computer Programs	Data Structures & Algorithms	Machine Structures
Designing Information Devices & Systems	Differential & Integral Calculus	Foundations of Data Science
Physics for Scientists & Engineers	Multivariable Calculus	Linear Algebra for Data Science
Discrete Mathematics & Probability Theory	Optimization Models	Principles & Techniques of Data Science
Operating Systems and System Programming	Computer Security	Artificial Intelligence
Introduction to the Internet: Architecture & Protocols		Introduction to Database Systems

## Technical Skills

Programming knowledge in Python, Java, C#, SQL, Scheme, Objective C, HTML, CSS, JavaScript, C, C++  
Research and teamwork skills acquired in prior school projects and internships  
Proficiency in Windows/Mac OS, Microsoft Excel, PowerPoint, Word

## Work Experience

**UC Berkeley West Big Data Innovation Hub REU Internship** <https://andrewboka.github.io/2019> **May-August 2019**  
Conducted a data science research project under the direction of Dr. Meredith Lee, Executive Director and Dr. David Culler, Principal Investigator and Professor of Electrical Engineering and Computer Science.

**UNLV Department of Computer Engineering REU Internship** <https://andrewboka.github.io/2018> **May-August 2018**  
Designed and implemented a low cost, high quality facial recognition system for real-time monitoring of access and exit to secure facilities under the direction of Dr. Brendan Morris, Associate Professor of Electrical and Computer Engineering and Director of the UNLV Real-Time Intelligent Systems Laboratory.

**UNLV Department of Computer Engineering High School Internship** **June-October 2015**  
Designed a computer game for self-directed physical therapy to children with cerebral palsy as part of an interdisciplinary research program led by Dr. Brendan Morris in UNLV's Real-Time Intelligent Systems Laboratory.

## Extracurricular and Leadership Activities

UC Berkeley Order of the Golden Bear -- Student Fellow	2019-Present
UC Berkeley Partnership Across Five Decades – Class of 2020 Coordinator	2018-Present
UC Berkeley Club Golf Team – 2016 & 2019 NCCGA Pacific Region Champions	2016-Present
High School Varsity Golf – 2015 Nevada State Championship Team; All-League 1 <sup>st</sup> Team; All-State Academic Team	2012-2016
Eagle Scout – Designed and implemented a golf/life skills program for underprivileged children	2015
Young Men's Service League – Philanthropy Chairman	2012-2016

## Honors

Commended Student, National Merit Scholarship Competition	AP Scholar with Distinction, College Board	2016
Presidential Scholar Candidate, White House Commission & U.S. Department of Education		2016

## Papers and Presentations

Boka, A. & Morris, B. "Person Recognition for Access Logging." Paper presented at the 9th Annual IEEE Computing and Communication Workshop and Conference, Las Vegas, NV, January 7-9, 2019. <https://ieeexplore.ieee.org/document/8666483>

Boka, A. & Morris, B. "Serious Games: Development of Physical Therapy and Rehabilitation Game for Children with Cerebral Palsy." First Annual OUR-UNLV Fall Undergraduate Research Showcase, Las Vegas, NV, October 16, 2015.