

Leo Adberg

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Work Experience

Hardware Technology Intern **Cupertino, CA**
Apple Inc. May 2019 - August 2019
Worked on the Platform Architecture team on work related to hardware simulation.

Software Engineering Intern **Cupertino, CA**
Apple Inc. May 2018 - August 2018
Worked on the Computer Vision and Machine Learning team on work related to visual tracking.

Software Engineering Intern **Cupertino, CA**
Apple Inc. Dec 2016 - August 2017
Worked on the Computer Vision and Machine Learning team on work related to compilers.

Lab Assistant **Berkeley, CA**
UC Berkeley Fall 2016
Lab assistant for CS61A: The Structure and Interpretation of Computer Programs.

Engineering Intern **EI Segundo, CA & Huntington Beach, CA**
Boeing Defense, Space & Security Summer 2015
Wrote a Matlab program to optimize satellite wiring. Created and presented PowerPoint presentations on satellite design. Developed flight paths using Spirent SimGEN to test GPS hardware.

Education

UC Berkeley **Berkeley, CA**
B.S. Electrical Engineering and Computer Science (expected Spring 2020) 2016-
GPA: 3.64

Windward School **Los Angeles, CA**
Diploma, June 2016. Dean's list, 2012-2016. 2012-2016

Extracurriculars

CalSTAR **UC Berkeley**
Avionics team member for NASA Student Launch competition. Fall 2017-
Designed flight computer custom PCB and wrote firmware for it.

FRC/VEX Robotics **Windward School**
Lead programmer for FRC and VEX robotics teams, designed CAD of FRC robot. 2012-2016

Projects

LeoSIM: 3D rocket flight simulator built for testing fin control systems in CalSTAR.
Ricochet: 2D physics based iOS game built in Swift.

Computer Skills

General: Machine Learning, Linux, macOS, Bash, Git, GPU Programming, MPI/Infiniband, CAD
Languages: C/C++, Java, Python, Matlab, Swift, Labview, CUDA/SASS