

Leo Adberg

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Work Experience

- Algo Engineer**
Hudson River Trading
Working on optimizing and improving the trading platform used across all trading teams.
- Software Engineer**
Apple Inc.
Worked in the Technology Development Group on upcoming products.
- Hardware Technology Intern**
Apple Inc.
Worked on the Platform Architecture team on hardware simulation.
- Software Engineering Intern**
Apple Inc.
Worked on the Computer Vision and Machine Learning team on visual tracking.
- Software Engineering Intern**
Apple Inc.
Worked on the Computer Vision and Machine Learning team on GPU compilation of neural networks.
- Lab Assistant**
UC Berkeley
Lab assistant for CS61A: The Structure and Interpretation of Computer Programs.
- Engineering Intern**
Boeing Defense, Space & Security
Wrote a Matlab program to optimize a wiring problem previously done by hand in satellite development, created and presented Powerpoints on satellite design, and tested GPS hardware with Spirent SimGEN.

Education

- UC Berkeley**
B.S. Electrical Engineering and Computer Science
Overall GPA: 3.71, CS GPA: 3.91, Transcript and diploma available on request

Extracurriculars

- CalSTAR**
Firmware lead for NASA Student Launch competition.
Designed avionics & flight computer custom PCBs and wrote firmware for them.
- FRC/VEX Robotics**
Lead programmer for FRC and VEX robotics teams, designed CAD of FRC robot.

Projects

- textshader.com**: An interactive text-based playground to emulate GPU shaders on the web.
SIL: Software-in-the-loop rocket simulator for testing control systems and rocket designs in CalSTAR.
Ricochet: 2D physics based iOS game built in Swift.

Computer Skills

C/C++/Objective-C, Python, Go, Javascript, Java, Swift, SQL, GPU Programming (CUDA/Shaders), Bash