Jacob Bueno

Berkeley, CA (510)493-5919 buenojacob7@berkeley.edu [Linkedin](#) [GitHub](#) [Portfolio](#)

EDUCATION

The University of California, Berkeley, CA May 2026 Bachelor of Arts in Data Science with emphasis in Business Analysis

Relevant Coursework: CS 61A: Structure & Interpretation of Computer Programs (**Python, SQL**), **CS 61B**: Data Structures and Algorithms (**Java**), **DATA 8**: Foundations of Data Science (**Python**), **MATH 54:** Linear Algebra & Differential Equations, **CS 70:** Discrete Math and Probability, **DATA 100:** Techniques and Principles of Data Science (**Python**), **CS 188:** Intro to Artificial Intelligence (**Python**)

SKILLS

Languages: Advanced: Python. Proficient: JavaScript, CSS, HTML, C#, Java, SQL, Scheme

Libraries/Software: Pandas, Tableau, OpenCV, NumPy, Sys, Math, Random, OS, JSON, Asyncio, UnitTest, Tkinter

Data Science Skills: Exploratory Data Analysis, Data Visualization, Computer Vision

HIGHLIGHTED PROJECTS & EXPERIENCE

Product Management Virtual Mentor Research Assistant *UC Berkeley Jan. 2024 - Present*
- In this role I will be designing and prototyping a machine learning model to assist product managers in their daily tasks from team management to the fruition of ideas.

Haas Financial Aid Student Assistant *UC Berkeley Sept. 2023 - Present*
- In this position I work on various projects related to data analysis as well as presentation, as well as managing the website for the Financial Aid office of the Haas School of Business.

Code Coach *The Coder School - Berkeley Sept. 2022 - Dec. 2022 ~ 4 months*
- During my time in this position I had an amazing time teaching young children how to code from beginners using Scratch to more advanced kids using Python and Java.

Age and Gender Recognition Model(Python/OpenCV/Argparse) *Personal Project/CalHacks 10.0*
- A data-driven deep learning model for age and gender recognition program that utilizes AI as well as deep neural networks to analyze either a live video or a picture, allowing for multiple faces. Developed during CalHacks 10.0.

Neolithic Combat (Unity/C#) *Game Design and Development @ Berkeley*
- 2D rogue-like single player game created in Unity using C# scripts.

2048 (Python) *Personal Project*
- Utilized object-oriented programming principles to engineer a replica of the game 2048.

Snake (Python) *Personal Project*
- Developed and utilized instance and class methods to replicate the classic game of snake.

LEADERSHIP & EXTRACURRICULAR ACTIVITIES

UC Berkeley Pioneers in Engineering Fall 2023 - Present *UC Berkeley Organization*

- A student-run non-profit organization on campus that is devoted to teaching high school students about coding and robotics through fun and interesting competitions between multiple schools.

- Member of Shepherd branch which specializes in developing and creating programs that run the game field during competitions. Things include the game GUI, the scoreboard, and team bracket which I personally worked on.

Google Developer Student Club, UC Berkeley Branch - Present *UC Berkeley Organization*

- A student run organization on campus that aims to teach programming foundations to students through workshops and lectures, out main mission is to expand outreach of Computer Science to those who are interested in getting started in CS.
- I am a member of the leadership team and help to run the organization and manage outreach efforts, as well as helping run workshops and lectures.

Big Ideas at Berkeley 2023 - *UC Berkeley*

- A competition for start-ups in Berkeley that need extra help to get started; worked on two apps to better the wellbeing of others.
- I worked on this project with students from various universities including Cal, MIT, Harvard, Stanford, and Yale.

CalHacks 10.0 - *UC Berkeley*

- A 3-day hackathon that I participated in hosted by UC Berkeley's CalHacks in San Francisco. While I was at the hackathon I worked on my Age & Gender recognition program as a solo project as the main tool we were to use was ML/AI.