

# CASEY TAKEDA



(562) - 316 - 6537



Software Developer



github.com/Case-y



www.caseytakeda.com



caseyt@berkeley.edu



linkedin.com/in/Case-y

## EDUCATION

University of California, Berkeley

**Expected Dec 2018**

**Bachelor of Arts, Computer Science (GPA: 3.74), Upsilon Pi Epsilon (top 1/3 CS Honors Society, Officer)**

**Basics:** Structures/Interpreters (61A), Data Structures (61B), Computer Architecture (61C), Discrete Math / Probability (70)

**Applications:** Security (161), OS (162), Networks (168), SWE (169), Algorithms (170), Graphics (184), Databases (186), AI (188)

## EXPERIENCE

UC Berkeley

**Aug 2016 - Dec 2017**

**CS61A Teaching Assistant / Tutor**

- Taught CS61A for three semesters under the EECS Course Staff at UC Berkeley and spent 8 hours/wk working with CS61A students
- Mentored students in technical skills such as Python and SQL through self-organized events such as office hours and discussion
- Increased the average exam scores by six points for my five students by tutoring them in a group session and giving them tips
- Graded and gave personal feedback for CS61A projects, some of which covers the basics of functional programming and OOP

AmazonWebServices

**May 2017 - Aug 2017**

**Software Engineering Intern**

- Implemented a feature for AWS Cloud Formation, an AWS Management Service Tool for developers
- Worked with JSON / YAML data and various AWS services such as Lambda, S3, DynamoDB, APIGateway, SNS, and Kinesis

Telestream

**July 2016 - Feb 2017**

**Software Engineering Intern**

- Built two interfaces for the product Screenflow and interacted with Auth0 to use various API calls from Box and Imgur
- Familiarized how to use a XML Buffer, deal with memory-safe management in Xcode, and utilize svn/dxoygen/dlls/cURL

LookFwd

**July 2016 - Jan 2017**

**iOS Developer Intern**

- Constructed LookFwd's mobile application and implemented the messaging / profile features of the mobile app
- Gained experience working with Firebase, Facebook Login Auth, Programmatic Design, API Calls, and Networking

## PROJECTS

Tapstr

**June 2016**

**Mobile Developer | Version 1.2**

- Tapstr is an iOS App aimed to test a player's reaction skills and eye coordinations: pioneered by the game Twister as a user has to use four fingers to defuse bombs
- Collaborated in a team of three, and contributed to the development of user experience by working on the Back-End, Storyboard User Interface, Leadership Board, Music, and Social Media

ShapeMash

**May 2016**

**Mobile Developer | Version 1.1**

- Shapemash is a simple, innovative and fun arcade game aimed to test a player's reaction as well as problem-solving skills.
- Learned how to design a large scale project by considering features such as Tutorial, Settings, Difficulty Mode, Rules Book, etc.
- Designed a comprehensive set of original graphics for icons and achievement badges
- Amassed about 100 total downloads across ten different countries

Text Editor

**March 2016**

**Software Developer | Data Structures Project - <https://github.com/Case-y/Text-Editor>**

- Contrived my own basic text editor that can be used to open, edit, and save text files.
- Some of the various features also include the ability to change font size, automatic word wrap, and selection highlighting.

## SKILLS

Python

IntelliJ IDEA / Java

Node

Git

JavaScript/React

LaTeX

Vim

HTML/CSS

Ruby on Rails

Auth0

MySQL / SQL

Xcode / Swift3 / Firebase / Cocoa