

CASEY TAKEDA



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Software Developer

EDUCATION

University of California, Berkeley

Expected May 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