

CASEY TAKEDA

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SOFTWARE ENGINEER | APP DEVELOPER, DESIGNER
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EDUCATION

University of California, Berkeley

Expected May 2018

Bachelor of Arts, Intended Computer Science (Cumulative GPA: 3.81)

Basics: Data Structures (61B), Computer Architecture (61C), Discrete Math (70)

Applications: Algorithms (170), Database Systems (186), Introduction to Teaching Computer Science (370)

Fall 2016: Computer Security (161), Introduction to Machine Machine Learning (189)

EXPERIENCE

Telestream

July 2016 - Present

Software Engineering Intern

As a Software Engineering Intern at Telestream, I work with leading video industry professionals and obtain valuable training in cutting-edge technologies. I'm gaining insight into how specific technology and software works, how video product development happens, and how users are fascinated by UI / UX design. The products I write are all written in C++ and Objective-C. Additionally, I interact with OAuth 2.0 to use various APIs such as Box, Facebook, and Google Drive.

LookFwd

July 2016 - Dec 2016

iOS Developer Intern

Striving in a startup environment, I been spending my time working on LookFwd's mobile application. My goal right now is to make a Swift2 version of the mobile application and to update / create key new features.

University of California, Berkeley

2016

Computer Science Tutor CS61A

I was a tutor and mentor for CS 61A. I tutored at least three students a week, refreshing their learning and material that they want clarified. Throughout my time tutoring, I was able to help others through guidance, and overall become a better teacher. The class uses Python, Scheme, and SQL to teach the structures and interpretations of computer programs.

PROJECTS

Tapstr

June 2016

Mobile Developer | Version 1.2 - <https://itunes.apple.com/us/app/tapstr/id1126132005?mt=8>

Tapstr is a game aimed to test a player's reaction skills and hand eye coordinations. The Indie game was inspired by Twister as the user uses four fingers to defuse bombs! Tapstr is written in Swift and includes tutorial and leadership board.

ShapeMash

May 2016

Mobile Developer | Version 1.1 - App Store: <http://tinyurl.com/zl4ghmh>

Shapemash is a simple, innovative and fun arcade game aimed to test a player's reaction as well as problem-solving skills. Some of the feature designs include tutorial, leaderboard, achievement system using Swift and the SpriteKit Framework.

www.caseytakeda.com

April 2016

Web Developer | Personal Website - <http://caseytakeda.com>

Created my own personal website to display my personal, work, and school projects.

Bear Maps

April 2016

Software Developer | Graphs & Algorithms Project - caseybearmaps.herokuapp.com

I created a web application featuring a map of Berkeley using Java, Apache Maven, and images from OpenStreetMap.

Text Editor

March 2016

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

I created my own basic text editor that can be used to open, edit, and save text files. My text editor is also very familiar with a variety of different text editors. Some of the various features also include changing font size and word wrap.

SKILLS

Python

IntelliJ IDEA / Java

C / C++

Git

JavaScript/jQuery/Angular.js

LaTeX

Vim

HTML/CSS

Ruby on Rails

Auth0

MySQL / SQL

Xcode / Swift2 / Objective-C / Cocoa