

CASEY TAKEDA

Email: kaze@berkeley.edu
Website: www.caseytakeda.com
Github: <https://github.com/Case-y>
DevPost: devpost.com/CaseylsACookie
LinkedIn: <https://www.linkedin.com/in/caseytakeda>

SOFTWARE ENGINEER | APP DEVELOPER, DESIGNER
(562) - 316 - 6537

EDUCATION

University of California, Berkeley

Excepted May 2018

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

The Big Hack 2016 Certificate by the San Francisco City Council

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

Applications: Practical Programming (97), Introduction to Teaching Computer Science (370)

Fall 2016: Algorithms (170), Databases (186)

EXPERIENCE

Meed Inc.

Jan 2016 - May 2016

Technology Evangelist Intern

I was an intern for Meed Inc. I helped monitor the website and gave suggestions on how Meed can use its platforms to give better user experiences for its customers. I also used the platforms to build a computer science community by sharing resources. Some of these resources cover ways on handling a tech interview and learning first hand how to make websites.

University of California, Berkeley

Jan 2016 - May 2016

Computer Science Tutor / Lab Assistant

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. I spent three hours a week being an lab assistant and an additional five hours tutoring. Throughout my time tutoring and lab assisting, I was able to help others through guidance, and overall become a better teacher.

PROJECTS

Tapstr

June 2016

Project Lead | Version 1.0 - iOS App

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, leaderboard, and an achievement system. Currently, Tapstr is making its way to the iTunes AppStore.

ShapeMash

May 2016

Project Lead | 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. The iOS arcade game is implemented through Swift, SpriteKit Framework, and SKPhysics. Some of the feature designs include tutorial, leaderboard, achievement system using Swift and the SpriteKit Framework. Currently, Shapemash amassed about 100 total downloads across over ten countries with 13 ratings with an average rating of 5.0 on the App Store.

www.caseytakeda.com

April 2016

Personal / Portfolio Website

I built my own website to showcase my portfolio work. The website was written in HTML/CSS/Canvas.js.

Text Editor

March 2016

Data Structures Project

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, including relatively simple text features that allow you to edit un-styled text (e.g., pico, Notepad, and TextEdit). Some of the various features also include changing background colors and changing font size.

SKILLS

Python

IntelliJ IDEA / Java

C

Git

JavaScript/jQuery/Angular.js

LaTeX

Vim

HTML/CSS

Adobe Photoshop/Illustrator/InDesign CC

SQL

Xcode / Swift2 / Objective-C / Cocoa