

CASEY TAKEDA



caseyt@berkeley.edu



www.caseytakeda.com



github.com/Case-y



linkedin.com/in/Case-y



(562) - 316 - 6537



Software Developer

EDUCATION

University of California, Berkeley

Expected May 2018

Bachelor of Arts, Computer Science (GPA: 3.81), Upsilon Pi Epsilon (CS Honors Society, Officer)

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

Applications: Computer Security (161), Algorithms (170), Database Systems (186)

EXPERIENCE

UC Berkeley

2016 - May 2017

Tutor and Mentor for CS61A

- Tutored for CS61A under the EECS Department at UC Berkeley and spent 8 hours/wk working with CS61A students
- Hosted office hours/ guerilla sections / project and homework parties / tutoring sessions / review lectures on Python and SQL
- Increased the average exam scores for my students by tutoring them in a group session and giving them helpful tips
- Graded and gave personal feedback for CS61A projects, some of which covers the basics of functional programming and OOP

Telestream

July 2016 - Feb 2017

Software Engineering Intern

- Created two interfaces for the product Screenflow and interacted with Auth0 to use various API calls from Box and Imgur
- Implemented the Syphon Framework to the product Wirecast so that applications can be rendered with full frame rates
- Learned how to use a XML Buffer, deal with memory-safe management in Xcode, and utilize svn/dxoygen/dlls

LookFwd

July 2016 - Jan 2017

iOS Developer Intern

- Worked on 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 - <https://itunes.apple.com/us/app/tapstr/id1126132005?mt=8>

- 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 - 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.
- Learned how to design a large scale project by considering features such as Tutorial, Settings, Difficulty Mode, Rules Book, etc.
- Provided design and graphics by creating a comprehensive set of original icons and achievement badges via Adobe Illustrator
- Amassed about 100 total downloads across ten different countries

Bear Maps

April 2016

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

- 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>

- Created 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

React

Git

JavaScript/jQuery/Angular.js

LaTeX

Vim

HTML/CSS

Ruby on Rails

Auth0

MySQL / SQL

Xcode / Swift3 / Firebase / Cocoa