CASEY TAKEDA

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📞 (562) - 316 - 6537   👤 Software Developer

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

EXPERIENCE

UC Berkeley   **2016 - Present**

Tutor and Mentor for CS61A
- Current tutor for CS61A under the EECS Department at UC Berkeley and spends 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		