CASEY TAKEDA

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SOFTWARE ENGINEER | APP DEVELOPER, DESIGNER

(562) - 316 - 6537

EDUCATION

University of California, Berkeley — **Expected May 2018**

Bachelor of Arts, Intended Computer Science (Cumulative GPA: 3.72)
Basics: Data Structures (61B), Computer Architecture (61C), Discrete Math (70)
Applications: Practical Programming (97), Introduction to Teaching Computer Science (370)
Fall 2016: Databases (186), Artificial Intelligence (188)

EXPERIENCE

Telestream — **July 2016 - Present**

Software Engineering Intern

As a Software Engineering Intern at Telestream, I am leveraging the many opportunities available in a work environment designed for video production. I work with leading video industry professionals and obtain valuable training in cutting-edge technologies. Additionally, 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. Products are written in C++.

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.

Meed Inc. — **Jan 2016 - May 2016**

Technology Evangelist Intern / Community Moderator

I helped monitor Meed's website and give suggestions on how its platform can attract job seekers and company employees. I also used admin tools to measure how UI/UX design and shared resources pertaining to the Computer Science community.

PROJECTS

Tapstr — **June 2016**
Mobile Developer | Version 1.0 - 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.

Imgur Voice — **April 2016**
Web Developer | webkitSpeechRecognition

Using webkitSpeech Recognition in Google Chrome, I made a website to convert your voice into a single page of photos!

Bear Maps — **April 2016**
Software Developer | Graphs & Algorithms Project

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

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	Adobe Photoshop/Illustrator/InDesign CC		SQL	Xcode / Swift2 / Objective-C / Cocoa		