

# CASEY TAKEDA

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SOFTWARE ENGINEER | APP DEVELOPER, DESIGNER  
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## 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)

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## 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.

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## 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.

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](http://www.caseytakeda.com)

April 2016

Web Developer | 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

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, 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.

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## 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