Christopher Bannon

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Education

University of California, Berkeley — Berkeley, CA

Bachelors of Arts in Computer Science — GPA: 3.6 — *August 2020 – May 2024*

- **Courses**: Algorithms, Data Structures, Operating Systems, AI, Computer Architecture, Data Science, Discrete Math & Probability, UI Design and Development, Machine Learning

Experience

- **Computer Science Mentors (CSM)** — Berkeley, CA

  Junior Mentor → Senior Mentor (As of August) — *January 2022 - Present*

  - Structure and lead a weekly comprehensive review session for a group of **5-7** 61B students (Data structures and Algorithms)
  - Present and model teaching demos to a 'family' of **5-8** Junior Mentors to strengthen their teaching abilities
  - Coordinate with a team of **15**+ Mentor staff to plan and host course wide social events to **60**+ 61B mentors
  - Lead monthly course wide conceptual workshops open to up to **80** 61B students

- **University of California, Berkeley** — Berkeley, CA

  Academic Intern (61A & 61B) — *January 2022 - August 2022*

  - Recognize and understand buggy student implementation and guide them towards a solution in weekly lab
  - Present weekly topical 'mini-lectures' to groups of **30-40** students

Projects

- **Planit** – *React Native, Expo, Redux, Firebase, Node.js* — Current
  - Co-Developing a scheduling application to integrate an individual's calendar with team scheduling operations
  - Utilizing FirebaseAuth and Firestore to handle user registration and manage user data
  - Applying Firebase Cloud Notifications with Node.js to deliver reminders to users for scheduled events
  - Employing Github actions to streamline testing and development – See us on the Appstore this Spring!

- **Piggy** – *React.js, CanvasJS* — Summer 2022
  - Collaborated with a team of 5 to create a financial accountability mobile app (hosted on Heroku) in **3 days**
  - Helped design business logic components follow in order to track expenses, manage budgets, and plan goals
  - Utilized React Hooks to manage component state and implement front-end interactivity

- **NumC** – *C* — Spring 2022
  - Used SIMD instructions and OpenMP parallelism to speedup matrix operations
  - Developed an algorithm for matrix power operations using loop unrolling, cache blocking, and repeated squaring to achieve a speedup of **978 times** (top **94th** percentile)

- **Gitlet** – *Java* — Spring 2021
  - Designed and implemented a Git clone using a hash-based file-structure
  - Functionality includes: add, commit, remove, branch, remove branch, commit, merge, and conflict detection

- **Voice Controlled Car** – *C, Python, Energia* — Spring 2021
  - Devised a closed loop feedback algorithm to ensure car stays on route given external stimuli
  - Constructed band-pass filter to filter out unwanted frequencies and recognize **4** unique voice commands

Skills

Java · Python · C · C++ · SQL · Scheme · HTML · CSS · Javascript · Numpy · Pandas · React.js · React Native
Swift · SwiftUI · Combine · Firebase · Git · Jupyter · Figma