

Christopher Bannon

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Education

University of California, Berkeley — GPA: 3.72

B.A. in Computer Science

Aug. 2020 – Present

Berkeley, California

Coursework: UI/UX Design & Development, Digital Design & Integrated Circuits, Data Structures, Algorithms, Computer Architecture, Operating Systems, Discrete Math & Probability, Data Science, AI, Machine Learning

Experience

UC Berkeley EECS — Undergraduate Researcher

Sep 2023 – Present

- Engaged in **HCI reserach** at the Hybrid Ecologies Lab [↗](#), advised by [Eric Paulos](#) [↗](#), under [Katherine Song](#) [↗](#)
- Experimented with functional bio-materials to create sustainable electronics and decomposable interactive systems

FavorX — Frontend Developer

May 2023 – August 2023

- Collaborated closely with the design team to polish **user-centric** interfaces and deploy solutions in **React Native**
- Scaffolded a **scalable** service: used Expo's API to upload profile pictures to a **secure url** in an **AWS S3** bucket
- Implemented and refined user's 'transfer tokens' flow; used **redux** to **integrate firebase** with the **backend API**, resulting in **improved** asynchronous efficiency and state management

UC Berkeley — Undergraduate Student Instructor (CS160)

June 2023 – Aug 2023

- Organized scope, sequence, and delivery of [instruction](#) [↗](#) on **HCI**, **UI/UX**, **web dev**, and **product design**
- Developed a [python script](#) [↗](#) to automate staff airtable-to-email logistical workflow and saved **10+** TA hours
- Critiqued **200+** assignments/projects and recieved a **9.4/10.0** approval rating for **teaching effectiveness**

Computer Science Mentors — Senior mentor (CS61B)

Jan 2022 – Present

- Lead a weekly comprehensive review session for a group of 61B students; rated **4.6/5.0** for **teaching effectiveness**
- Presented and **modeled** pedagogy techniques to a cohort of Junior Mentors to strengthen their teaching abilities
- Hosted monthly conceptual workshops for up to **80** 61B students on **java**, **data structures**, and **algorithms**

Projects

The Sandbox Series

May 2023 – Present

*An ongoing series of projects that promote **creativity** and **play** in the browser*

Vocode Sandbox — *React, Tailwind CSS* → <https://vocode-sandbox.web.app/>

Created a serverless, responsive web-app that lets users experiment with different prompts for Vocode's voice AI

ASCII Sandbox — *React, FastAPI, Langchain, OpenAI* → <https://github.com/Cbannon35/ASCII-sandbox>

Developed a **full-stack** web-app that **leverages Langchain** and **GPT** to query Figlet's API to generate ASCII messages from user's text input for [Calhack's AI Hackathon](#) [↗](#) (in under 12 hours)

Piggy — *Product Design, UI/UX, Figma, React Native, MUI*

August 2022

- Collaborated with a team of **6** to design and prototype a **mobile app** that promotes fiscal responsibility
- Conducted user research and iterated on prototypes to improve the user experience

Skills

Computer Languages: Python, C, Java, HTML/CSS, JavaScript, Typescript, RISC-V Assembly, Swift

Technologies: Git/Github, VSCode, Figma, MongoDB, Jupyter, SQL, Firebase

Frontend Development: React, React Native, Redux, Expo, Tailwind CSS, MUI, Bootstrap