Jared Andrew Basilio

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EDUCATION

University of California Berkeley | Berkeley, Ca   Expected Graduation: May 2024
Intended: B.A Computer Science
Relevant Coursework: Structure and Interpretation of Computer Programs (**CS 61A**), Data Structures (**CS 61B**), Designing Information Devices and Systems I & II **(EECS 16A, 16B)**

William C. Overfelt High School | San Jose, Ca   *2016 - 2020*
3.9 GPA
Activities: Varsity Cross Country(Captain), Varsity Track & Field(Captain), Mathletes(Treasurer), School Site Council(Secretary), National Honor Society

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EXPERIENCE & EXTRACURRICULARS

Freelance Video Editor Ⓑ   *2015 - Present*
- Developed short motion graphic projects using After Effects, Illustrator, and/or Cinema 4D

Varsity Cross Country and Track & Field Captain   2017-2020
- Assisted coach absence by leading stretches, initiating practices, and coaching Saturday practices
- Awarded Robert Perez award(2019), Most Valuable Runner(2018,2019)

Projects

Build Your own World!   *April 2021*
CS 61B: Data Structure - UC Berkeley
Java
- utilized stddraw to build a fully functional Rogue type game where you can control your character to avoid ghosts and collect coins
- developed a pseudo-random seed system that generates rooms based on a given seed

Gitlet   *March 2021*
CS 61B: Data Structure - UC Berkeley
Java
- built a small scale version of the popular version control program Github using the core Java functions
- Supports: init, add, commit, rm, log, global-log, find, status, checkout, branch, rm-branch, reset, merge.

Scheme   *November 2020*
CS 61A: Structure and Interpretation of Computer Programs - UC Berkeley
Python
- developed an interpreter for a subset of the Scheme Language

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SKILLS

Languages: Python, Java, HTML/CSS, Javascript
Software: Adobe Creative Suite (After Effects, Photoshop, Illustrator, Premiere Pro), Github

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LANGUAGES

Fluent/Native in English, Elementary Proficiency in Spanish