Jared Andrew Basilio

jaredbasilio@berkeley.edu | 408-893-4391 | San Jose, Ca

EDUCATION

University of California Berkeley | Berkeley, Ca — Expected Graduation: May 2024

Intended: B.A Computer Science

Completed 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*

Activities: Varsity Cross Country (Captain 2019 - 2020), Varsity Track & Field (Captain 2018 - 2020), Mathletes (Treasurer 2019 - 2020), School Site Council (Secretary 2019 - 2020), National Honor Society Member

EXPERIENCE & EXTRACURRICULARS

Freelance Video Editor — *2015 - Present*

- Developed short motion graphic projects for promoting brands using After Effects, Illustrator, and/or Cinema 4D

UC Berkeley EECS Department CS 61B: Data Structures Academic Intern — June *2021 - August 2021*

- Academic intern for UC Berkeley's Data Structures course ~ 1600 students
- Assisted students with debugging lab code and answering questions misconceptions regarding concepts in the course

Projects

Build Your Own World CS 61B: Data Structures | *Java* — *April 2021*

- 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 connected with hallways based on a given seed to demonstrate the A* pathfinding algorithm

Gitlet CS 61B: Data Structures | *Java* — *March 2021*

- Built a small scale version of the popular version control program Github utilizing the core Java functions and sha-1 cryptography
- Supports: init, add, commit, rm, log, global-log, find, status, checkout, branch, rm-branch, reset, merge.

jaredbasilio.github.io Personal Project | *HTML, CSS, Javascript* — *December 2020 - Present*

- Developing an user friendly online portfolio to showcasing past art and coding projects

Scheme CS 61A: Structure and Interpretation of Computer Programs | *Python* — *November 2020*

- Developed an interpreter for a subset of the Scheme language that syntactically tokenizes through inputs. Implemented with tail recursion.

SKILLS

- Programming: Python, Java, HTML/CSS, Javascript
- Software: Adobe Creative Suite (After Effects, Photoshop, Illustrator, Premiere Pro), Github, Windows OS
- Languages: Fluent/Native in English, Elementary Proficiency in Spanish