

Jared Andrew Basilio

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Education

University of California, Berkeley | Berkeley, Ca

August 2020 - May 2024

B.A Computer Science

Relevant Coursework: Data Structures, Discrete Math & Probability Theory, Multivariable Calculus, Statistics, Linear Algebra and Differential Equations, Efficient Algorithms and Intractable Problems*, Artificial Intelligence*

Affiliations: UC Berkeley EECS Department, Innovative Design @ Berkeley, Pilipinx Association of Scientists, Architects, and Engineers

Skills

- Programming: Python, Java, Javascript, Swift, SQL, R
- Tools & Frameworks: React.js, HTML/CSS, Git, IntelliJ, VSCode, JUnit, After Effects, Illustrator, Photoshop, Figma

Experience

Echo

February 2022 - Present

Visual Designer

- Utilized Figma to develop and revise the user interface of an AR mobile mental health chatbot
- Rebranded company logo and mascot using Adobe Illustrator

Innovative Design @ Berkeley

February 2022 - Present

Web Developer

- Consulted with local Berkeley organizations to develop low to high fidelity mockups of websites using Figma
- Collaborated with a team to develop the final Figma mockups using React.js

UC Berkeley Electrical Engineering & Computer Science Department

Data Structures and Algorithms Academic Intern

June 2021 - Present

- Facilitated weekly labs for Berkeley's Data Structures and Algorithms Course
- Assisted and clarified misunderstandings for students with the development of data structure classes and the implementation of project features
- Debugged student code and resolved Git/IntelliJ bugs

Projects

Java Version Control System | Java

- Built a Version Control System that mimics Git's functionality, supporting commands like commit, branch, merge, and checkout
- Designed a SHA-1 file hashing system that uses HashMaps and Java's Serializable interface to efficiently persist file data in blobs
- Performed tree traversals to navigate through commit history and merge various branches together

Multiagent Pac-man AI | Python

- Utilized foundational artificial intelligence concepts such as informed state-space search, probabilistic inference, and reinforcement learning to develop a multiagent Pac-man AI

Build Your Own World | Java

- Developed a fully interactive Rogue type game to run away from NPC ghosts and collect coins
- Designed a world generator that utilizes the A* algorithm to make distinct worlds based on a given seed
- Implemented a user interface to allow game-saving, game loading, and custom character selection

Pomodoro Timer Chrome Extension | HTML/CSS, Javascript

- Built a Google Chrome Extension using to aid students in using the Pomodoro studying techniques
- Utilized an asynchronous timer to notify and switch between user-provided work and break session times