

# 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, Structure and Interpretation of Computer Programs, Designing Information Devices and Systems I/II, Discrete Mathematics and Probability Theory, Multivariable Calculus, Introduction to Probability and Statistics\*, Efficient Algorithms and Intractable Problems\*, Introduction to Artificial Intelligence\*

## Skills

- Programming: Python, Java, HTML/CSS, Javascript, React.js, Swift, SQL, JUnit
- Software: Adobe Creative Suite, Windows OS, Git, IntelliJ, VSCode

## Experience

**National Aeronautics and Space Administration**

January 2022 - Present

**NASA Proposal Writing and Evaluation (NPWEE) Academy Participant**

- Attended weekly workshops led by NASA professionals to write and review fundable proposals to be pitched to NASA

**UC Berkeley Electrical Engineering & Computer Science Department**

June 2021 - August 2021

**Academic Intern**

- Facilitated biweekly labs of 30+ students for Berkeley's Summer Data Structures Course (CS 61BL)
- Debugged student code and resolved Git/IntelliJ bugs
- Assisted students with the implementation of introductory data structures and algorithms topics such as Binary Search Trees, Hashmaps, etc.

## Projects

**Java Version Control System** | Java

March 2021

- Built a program to mimic the functionalities of the version control service Git functions such as commit, branch, merge, and commit
- Contains a SHA-1 file hashing system that uses serialization to efficiently persist file data in blobs
- Utilized data structure concepts such as ArrayLists, Hashmaps, and trees to traverse through file versions and commit history

**Movie Night** | React.js, Socket.io, Node.js

August 2021

- Designed a movie selection website that polls multiple user selections or selects one at random in private lobbies
- Implemented the Movie Database API and the oMDB API to retrieve and parse JSON data

**Build Your Own World** | Java

April 2021

- Built a fully interactive Rogue type game to run away from NPC 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
- Implemented additional features such as character selection and game-saving

**Pomodoro Timer Chrome Extension** | HTML, CSS, Javascript

January 2022

- Produced a Google Chrome Extension to aid students in using the Pomodoro studying technique
- Utilizes an asynchronous timer to notify and switch between work/break sessions based on the given parameters

**jaredb.me** | HTML, CSS, Javascript

December 2020 - Present

- Frequently updating a responsive user-friendly online portfolio to highlight art, coding projects, and class notes
- Incorporated features such as gif previews and night-mode for an enhanced user experience