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 L'Space Proposal Writing and Evaluation (NPWEE) Academy Participant
- Attending 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
CS 61BL Academic Intern
- Facilitated biweekly labs of 30+ students for Berkeley's Summer Data Structures and Algorithms Course
- 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 such as commit, branch, and merge
- Contains a SHA-1 file hashing system that uses serialization to efficiently persist file data in blobs
- Utilized data structure concepts such as hashmaps and trees to traverse through file versions and commit history

Movie Night | React.js, Socket.io, Node.js August 2021
- Built a website that utilizes sockets to communicate,queue, and randomly select a movie from different users
- Utilized the Movie Database API and 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 world generation system that utilizes the A* pathfinding algorithm to make distinct worlds based on a random or provided seed
- Implemented additional features such as character selection, game-saving, and textures

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

Scheme Interpreter | Python November 2020
- Developed an interpreter for a subset of the functional programming language Scheme
- Syntactically tokenizes inputs using tail recursion

jaredb.me | HTML, CSS, Javascript December 2020 - Present
- Developing a responsive user-friendly online portfolio to highlight art, coding projects, and class notes
- Incorporated features such as gif previews, mobile viewing, and night mode for an enhanced user experience