

# 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\*

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## Skills

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

**National Aeronautics and Space Administration**

January 2022 - Present

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

- working with NASA professionals and peers to develop proposals to pitch to NASA based on their exploration needs
- attended workshops to write fundable proposals and to be trained to review and critique other proposals

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

June 2021 - August 2021

*Academic Intern*

- Facilitated 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.
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## Projects

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

January 2022

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

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

December 2020 - Present

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

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

August 2021

- Designed a movie selection website that polls from multiple user selections or selects one at random in private lobbies
- Implemented the Movie Database API and the oMDB API to retrieve movie information upon the user's request

**Build Your Own World** | *Java*

April 2021

- Built a fully interactive Rogue type game to run away from 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 NPCs

**Gitlet** | *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.