Jared Andrew Basilio

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

github.com/JaredBasilio | jaredbasilio.github.io | linkedin.com/in/jaredandrewbasilio

---

Education

University of California, Berkeley | Berkeley, Ca   August 2020 - May 2024

B.A Computer Science

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
- Software: Adobe Creative Suite, Windows OS, Git

Experience & Extracurriculars

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.

Projects

jaredb.me | *HTML, CSS, Javascript*   December 2020 - Present

- Frequently updating a user-friendly online portfolio to highlight art and coding projects
- Incorporated features such as visual scroll down loading, 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 can poll from multiple user selections or choose one at random in private lobbies
- Implemented the Movie Database API and 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 and implemented additional features such as character select 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.

Hangman | *Swift*   November 2021

- Developed an interactive mobile hangman game that allows users to guess a letter and provides feedback if the randomly generated word involves that letter.
- Notifies user if all letters were found or all attempts were used

Scheme Interpreter | *Python*   November 2020

- developed an interpreter for a subset of the Scheme Language using the Read-Eval-Print loop