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