

# Jared Andrew Basilio

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## Education

**University of California, Berkeley** | Berkeley, Ca

August 2020 - May 2024

**Intended:** 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

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## Skills

- Programming: Python, Java, HTML/CSS, Javascript, React.js, Swift
  - Software: Adobe Creative Suite, Windows OS, Git
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## 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.
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## Projects

**jaredbasilio.github.io** | *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

