

# Anastasia Vela

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## Profile

Backend developer seeking new opportunities to utilize knowledge gained from developing desktop and website applications. Complete tasks efficiently to clients' and managers' desire.

## Education

### UNIVERSITY OF CALIFORNIA, BERKELEY

- *Major:* Computer Science    *GPA:* 3.10 *anticipated 2020*
- *Relevant coursework:* Structure and Interpretation of Computer Programs (CS61A) · Data Structures (CS61B) · Designing Information Devices and Systems I (EE16A) · Discrete mathematics and Probability Theory (CS70) · Physics Mechanics and Wave Motion (Physics 7A)

## Work Experience

### TUTOR

AUG 2016 – CURRENT

- *Math:* algebra 2, geometry, calculus I and II
- *Computer science:* Java, Python
- Demonstrate various methods to problem solving and logical thinking to gear lessons towards student's preference
- Reinforced patience due to a diverse range of clients with varying intelligence levels

## Projects

### BILLIVIDE

CURRENT

#### CO-LEAD DEVELOPER

*App that uses information captured from a bill to calculate how it is split depending on people's order to include tax and tip*

- Combined use of the Camera API and Google's Text Recognition API for implementation on Android Studios
- Collaborated with a developer from MIT to garner an extensive background on API fundamentals

### ANGRY CARTELS

CURRENT

#### BACKEND DEVELOPER

*Multiplayer mobile/web app based on the popular Hasbro board game Monopoly and Deviant artist Jonizaak's Ultimate Monopoly*

- Collaborate with a team of back-end developers, using ECMAScript6, to complete the board structure and player movements
- Responsible for maintaining the board manager to direct players to the correct location on the board
- Developed an algorithm for finding the shortest path to a specified location based on Dijkstra's algorithm

### CLASS-IFY

MAR 2017

#### FULL-STACK DEVELOPER

*Web-browsing app that periodically checks availability of classes and notifies users of availability changes through text or email*

- Run a ChromeDriver to automate how a user browses the course list website through the Selenium-based program developed with Python
- Utilize Python's Simple Mail Transfer Protocol library to send users a text or email informing of class's availability
- Use Flask to create a web framework to handle the client's HTTP requests and URL routing

### COMPUTERIZED ORDERING SYSTEM

FEB 2016 – JUN 2016

#### APP DEVELOPER

*A point-of-sales application that mimics the ordering routine at fast food restaurants*

- Research which version of sales system people prefer: face-to-face or no contact ordering
- Assessed how the lack of human interaction due to the boom of technology affects human development
- Corroborated financial and service data to increase efficiency in the fast field by 3 minutes per order

## Technical Skills

- Java, Python, Flask, ECMAScript6, Selenium Web Browser, SMTP, Visual Basic for Application