

Micaiah “Cai” Scheidler

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Education

UC Berkeley – Bachelor of Science in Electrical Engineering and Computer Science	Expected May 2029
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Work Experience

STEM (Python + Calculus) Tutor , Freelance – Monrovia, CA	Sep 2024 – PRESENT
<ul style="list-style-type: none">Teach Python for 1 hour every week to 1 studentGuided 2 high school students through all 8 units of AP Calculus AB with weekly in-person and online tutoring	
Code Coach , theCoderSchool – Pasadena, CA	Jul 2024 – Jul 2025
<ul style="list-style-type: none">Taught students in Unity/C#, Python, and Scratch through personalized, project-based, 1 hour tutoring sessionsProvided informative summaries of each session to parents/guardians of students	
Code Coach Intern , theCoderSchool – Pasadena, CA	Jul 2024
<ul style="list-style-type: none">Helped teach students the basics of Python and robotics in 2 separate weeklong summer programs	
Content Creator , Singleton Foundation – Pasadena, CA	Jul 2023 – Feb 2024
<ul style="list-style-type: none">Marketed Venture Valley, a game meant to teach financial literacy, through scripting, recording, and editing short and long form promotional contentCreated videos explaining how to play Venture Valley for Polish teachers and students as a part of a partnership between Venture Valley and the Polish government	
Quality Assurance Intern , Singleton Foundation – Pasadena, CA	Jun 2023 – Jul 2023
<ul style="list-style-type: none">Tested the mobile version of Venture Valley for any bugs, accumulating 60+ total hours of time spent debuggingDocumented each bug with a video or image, steps for reproducing the bug, and an exact explanation of the bug	

Projects

Physical Digital Darts	devpost.com/software/digital-physical-darts-wii-darts
<ul style="list-style-type: none">Won Best Beginner Hack out of 700 projects at CalHacks 12.0 by working on a team of 4 to develop an electronic dart-shaped controller and accompanying Python dartboard simulationDeveloped an accurate simulation for dart launches in Python and integrated this simulation with serially-communicated, real-time dart controller orientation dataMinimized the form factor of a dart controller designed for assembly using Fusion 360	
DoodleDogs	github.com/LarryHellen/DoodleDogs
<ul style="list-style-type: none">Won the Congressional App Challenge for CA31 by working on a team of 6 to develop a 2D, story-driven, iOS mobile game using Unity which follows the player’s journey to become the greatest dogsitter in ParisAchieved 200+ downloads by creating enjoyable UI/UX functionality using C# and by promoting collaborative development efforts by leading scrums for the team	
FIRST Tech Challenge Team 4625, Kings and Queens	github.com/Slipperee-CODE/4625-FTC-IntoTheDeep
<ul style="list-style-type: none">Won 1st Inspire out of 35 teams in the 2024-25 season by leading a team of 10 to produce a competitive robotLed robot design (in Fusion 360), robot programming (in Java), and in-house robot manufacturing and assembly	
A Human Hand Tracking Robot Arm	github.com/Slipperee-CODE/ArmControlledTurret
<ul style="list-style-type: none">Mapped hand movements into the movements of a custom designed, servo-controlled robot arm with 3 degrees of freedom by communicating webcam data from a Python program running on a laptop to an Arduino Uno	

Technical Skills

LANGUAGES: C#, Java, Python

SOFTWARE: DaVinci Resolve, Fusion 360, Unity

OTHER: Agile development