Micaiah “Cai” Scheidler

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Education

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

Work Experience

STEM (Python + Calculus) Tutor, Freelance – Monrovia, CA — Sep 2024 – PRESENT

- Provide weekly 1-on-1 Python instruction focused on foundational programming concepts
- Guided 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

- Taught students in Unity/C#, Python, and Scratch through personalized, project-based, 1 hour tutoring sessions
- Provided informative summaries of each session to parents/guardians of students

Code Coach Intern, theCoderSchool – Pasadena, CA — Jul 2024

- 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

- Marketed Venture Valley, a game meant to teach financial literacy, through scripting, recording, and editing short and long form promotional content
- Created 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

- Tested the mobile version of Venture Valley for any bugs, accumulating 60+ total hours of time spent debugging
- Documented 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

- 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 simulation
- Developed an accurate simulation for dart launches in Python and integrated this simulation with serially-communicated, real-time dart controller orientation data
- Minimized the form factor of a dart controller designed for assembly using Fusion 360

DoodleDogs — github.com/LarryHellen/DoodleDogs

- 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 Paris
- Achieved 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

- Won 1st Inspire out of 35 teams in the 2024-25 season by leading a team of 10 to produce a competitive robot
- Led 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

- 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