Caleb Pine

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EDUCATION

University of California, Berkeley | Berkeley, CA Expected Graduation May 2025

B.A. - Data Science, emphasis in Business & Industrialization *Cumulative GPA: 3.49*

Coursework: Data Structures, Algorithms, Data Science, Structure and Interpretation of Computer Programs, Science and Technology of Decentralization and Decentralized Intelligence, Economics, Statistics, Linear Algebra

SKILLS & TECHNICAL TOOLS

Languages: Java, Python, SQL, JavaScript, TypeScript, HTML/CSS, C#, Dart, Scheme

Technologies: Git, ReactJS, GraphQL, Flutter, DBeaver, Firebase, Regex, Jupyter Notebook

EXPERIENCE

Software Engineer Intern | Nom Menu *May 2022 - August 2022*

- Engineered the front end of an interactive digital menu platform to help restaurants increase revenue through customer engagement and analytics.
- Utilized ReactJS with Typescript and GraphQL to improve UI/UX by fixing major bugs, implementing user requirements, and ensuring desired functionality.
- Optimized SQL queries to perform data analytics and data extraction across the nommenu database using Dbeaver.

Full Stack Developer | dbrief.ai *May 2022 - August 2022*

- Designed and developed the mobile interface for dbrief.ai using Flutter with Dart for IOS & Android.
- Collected and secured user info with the click of a button using Google Sign-In (Google Cloud Platform API) & Facebook Auth (graph API) with Firebase Authentication.
- Implemented an API that made calls to our natural language processing library for the purposes of our search engine.

Software Engineer Intern | Peertol *September 2021 - January 2022*

- Built and maintained a peer-to-peer network with a team of developers that operates outside the traditional internet built on the blockchain
- Developed the company website using pure HTML and CSS

PROJECTS

Gitlet | *Java*

- Implemented a version-control system with 13 commands such as init, add, commit, merge, branch, and checkout.
- Wrote a design document and designed a set of classes to represent the internal structures during execution and a parallel representation as local files to ensure the persistence of the program.

AI Checkerboard Game | *Java*

- Recreated the classic two-player checkerboard game *Lines of Action* a GUI that allows the player to switch between a manual and computer player.
- Implemented the AI behind the computer player using game trees and alpha-beta pruning.

Cats: The Typing Game | *Python*

- Built an auto-correcting typing software in the Cats typing game in python from concept to product, designed with one player on a team of two
- Designed a mathematical auto-correct function to assist the player's correctness while monitoring the player's typing speed