# **CHARLES DAVID OLIVAR**

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# **EDUCATION**

# University of California, Berkeley

- BA Computer Science
- Certificate in Design Innovation GPA: 3.6

Expected May 2019

# Coursework

User Interface Design, Data Structures, Algorithms, Databases, Internet, Security, User Experience Design, Artificial Intelligence, Game Design, Machine Architecture

#### Activities

Upsilon Pi Epsilon (CS Honors Society), Berkeley Innovation, Innovative Design, MakeNew Christian Fellowship

# **SKILLS**

# **Programming**

Javascript, Python, Java, C, SQL, Unity

#### Web

HTML, CSS, JQuery, React, Redux, Node, npm, webpack, Git, Bootstrap, WordPress

## Design

Sketch, Invision, Principle, Framer, Photoshop, Illustrator, Figma, Abstract, User Research, User Testing

# **EXPERIENCE**

Indeed

May 2018 - August 2018

UX Design Intern

San Francisco CA

- Designed 5 user input screens to populate user profile (location, skills, values, types, titles)
- Prototyped designs with Framer.js (coffeescript), utilizing Map-Box's api for location mapping
- User tested with UserTesting.com and iterated on feedback

Walmart Labs

Jun 2017 - Aug 2017

Software Engineering Intern

Sunnyvale CA

- Designed and implemented an internal web app that allowed Walmart engineers to register and authorize 3rd parties for API access
- Front-end: React, Redux, Redux-Form (client-side validation)
- Backend: Joi (server-side validation), on Electrode (a Node.js platform)

**CS 160** 

Aug 2018 - Present

Reader

Berkeley CA

 Grading assignments, tests, and exams for UC Berkeley's upper division course on user interface design and development

Stowk

Oct 2017 - Jan 2018

Web Design Intern

Berkeley CA

Designed and built Stowk's website using HTML, CSS, Javascript

**CS 61B** 

Jan 2017 - May 2017

Academic Intern

Berkeley CA

 Helped students understand concepts and complete labs for UC Berkeley's lower division course on Data Structures

**Facebook Techstart** 

Oct 2017 - Jan 2018

San Leandro CA

Highschool Mentor

• Taught AP computer science concepts to eighteen high school students every week using Java and BlueJ

# **PROJECTS**

# Socratic

- Designed and implemented a web app that facilitates discussion of current events between users of different opinions
- Built with html, css, javascript, handlebars, and Meteor.js

# Pachi's Panic!

- Built a game where the player is a dog named Pachi trying to find its owner
- The first half of the game is an escape-room. The second half of the game, there are obstacles to dodge on the street
- Built in **Unity** with **C**#

# **Text Editor**

- Built a working text editor that supports arrow-key navigation, word wrap, undo/redo, and saving/opening files.
- Built with Java and the JavaFX Library with IntelliJ