CHRIS VILLEGAS

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EDUCATION

University of California, Berkeley
B.A. in Computer Science | 2020

SKILLS

Languages
Python, C, C++, Go, Java, Javascript, Swift, SQL, HTML, RISC-V assembly

Frameworks/Tools
CocoaTouch, Maps SDK, Firebase, JSON, Adobe XD, Xcode

Design Practices
Test-driven development, Agile/Scrum methodology, Object-oriented programming, Human-centered design

Interests/Hobbies
Music Theory, Guitar, Piano, Chess, Soccer

EXTRACURRICULARS

Smart Mobility Hackathon
CEE Hacks Prague | April 2019
- Winner of the Value Prediction Challenge from Aures Holdings
- Developed web application that predicts the future value of vehicles and utilizes user driving data to suggest the best payment structure for customers
- Gained experience with machine learning and backend/frontend web application development

EXPERIENCE

Software Engineering Intern
Crosspoint (formerly Rule IOT) | May 2018 - December 2018
- Worked in a small team building the backend functionality of our mobile app in Go. Have gained experience with RESTful API design, JSON, Agile development, and Scrum methodology
- Solo projects included building all schedule functionality for the application and implementing server performance monitoring using Prometheus

Online Learning Assistant
Archdiocese of Los Angeles | May 2017 - August 2017
- Developed online courses using HTML in a variety of subjects from health courses for teens to immigration workshops for adults
- Researched, curated, and embedded relevant course media

Summer Analyst
WASH Laundry | May 2016 - August 2016
- Provided analytical support for WASH's Financial Planning and Analysis Department,
- Tasks assigned to me primarily involved the preparation of budgets and financial projections

PROJECTS

Shift
iOS Application | July 2019
- Solo developed original iOS puzzle game consisting of 48 levels of varying difficulty
- Designed model interface with defined state space, successor function, and goal test to allow for future development of A* search puzzle solver
- Gained experience with UI/UX design for universal iOS compatibility, MVC architectural pattern, and search problem implementation