

# Christopher Jereza

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## EDUCATION

University of California, Berkeley class of 2019

**BACHELOR OF ARTS, COMPUTER SCIENCE**

**GPA: 3.75 Major GPA: 4.00**

### Relevant Coursework:

Data Structures & Algorithms      Statistics  
Computer Architecture      Linear Algebra/Differential Equations  
Discrete Math/Probability Theory

## EXPERIENCE

**SALESFORCE DEVELOPER** October 2016 - Present

### Intellectual Property and Industry Research Alliances

- Developed an online Invention Disclosure Portal that allows inventors to submit invention disclosures and automatically loads intellectual property data into our Salesforce org.
- Created and deployed shared-access features for disclosures.
- Wrote back-end Apex controllers that automatically generate PDFs and send emails by linking inventor info to contacts in the UC Berkeley directory.
- Designed front-end Visualforce web pages; create static style resources with CSS; ETL for over 12,000 account records with Salesforce Data Loader and Pentaho Data Integration; utilize Salesforce APIs (Metadata, Web Services, etc.).

**USER-ACCEPTANCE TESTER** June 2015 - August 2015

### San Francisco Department of Technology

- Worked with development team of the San Francisco Business Portal, an online government digital service that helps local users start business by providing permits, licensing, and guidance.
- Edited front-end site design/content and consolidated business permit data from various city departments.

## ACADEMIC INTERN

January 2017 - Present

### UC Berkeley Dept. of Electrical Engineering & Computer Science

- Office Hours teaching assistant for computer science courses "Structure and Interpretation of Programming" (CS61A) and "Data Structures & Algorithms" (CS61B).

## SKILLS / TOOLS

### Skills:

Java  
Python  
Apex  
Visualforce markup  
C  
HTML/CSS  
MIPS Assembly  
Scheme/Lisp  
SQL/SOQL

### Tools:

Salesforce Data Loader  
Force.com platform  
JIRA Issue Tracker  
Pentaho Data Integration  
Logisim  
Unix  
Git

## PROJECTS

### Ataxx:

Programmed a computer simulation of the board game Ataxx, including an AI with various difficulty levels.

### Enigma:

Created a text encryption program replicating the WWII Enigma machine.

### Path-Finding API:

Developed an API with implementations of Graph data structures and A\* searching algorithms (designed for use with maps and trip-planning).

### Scheme Interpreter:

Wrote an interpreter that lexicographically analyzes and executes text files containing Scheme code.