

# Christopher Jereza

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## EDUCATION

University of California, Berkeley class of 2020

**BACHELOR OF ARTS, COMPUTER SCIENCE**

**GPA: 3.75**

**Major GPA: 4.00**

### Relevant Coursework:

Data Structures & Algorithms

Linear Algebra & Differential Equations

Computer Architecture

Discrete Math and Probability Theory

Statistics

Interpretation of Computer Programs

## EXPERIENCE

### SALESFORCE DEVELOPER

October 2016 - Present

#### Intellectual Property & 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.).

### UAT INTERN

June 2015 - August 2015

#### San Francisco Department of Technology

- Interned 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 over 20 city departments.

### ACADEMIC INTERN

January 2017 - Present

#### UCB Dept. of Electrical Engineering & Computer Science

- Teach students at staff office hours and labs for "Data Structures & Algorithms (CS61B)" and "Structure & Interpretation of Programming (CS61A)" computer science courses.

## 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 AI:

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).

### MIPS Datapath:

Designed a functional simulation/visualization of a pipelined CPU that executes the MIPS Instruction Set.