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
Computer Architecture
Discrete Math/Probability Theory
Statistics
Linear Algebra/Differential Equations

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.