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
Statistics
Linear Algebra & Differential Equations
Discrete Math and Probability Theory
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.