Mark Miyashita

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Education:

University of California, Berkeley

- Graduation Date: May 2015
- GPA: 3.68

Intended Major:

• Electrical Engineering/Computer Science, B.S.

Relevant Coursework:

- CS 61BL (Java, Data Structures and Programming Methodology)
- CS 61A (Python, Structure and Interpretation of Computer Programs)
- CS 98 (iOS Development, Objective-C)
- CS 10 (Conceptual Programming Ideas)
- CS 9E (Unix)

Work Experience:

Software Engineering Intern at Inigral, Inc. ('12-Present)

• I hack on new features, iron out bugs, and participate in weekly development meetings to hash out new ideas. In a startup environment, I continue to learn everyday, both in code and development practices.

Residential Computing Consultant RSSP-IT ('12-Present)

 I provide technical support for all students living in university-owned housing. I also educate students about technology and security through workshops.

CS 61A and CS10 Reader ('12-Present)

 As a reader, I grade and debug projects and homework, as well as hold office hours twice a week for students to receive help on projects, homework and prepare for exams.

Website Developer/Editor at Mac Hints from BinaryAge ('12-Present)

 I develop and maintain a subsection of the website BinaryAge.com. I design the layout, contribute daily articles, and add features that the rest of the staff suggests. The entirety of the site is built using Github and Jekyll, an open source static page generator that utilizes Markdown, and is stored on Github Pages.

CS 10, CS61A, and CS61B Lab Assistant ('12-Present)

I attend four hours of lab and two hours of discussion per week answering students' questions regarding programming and design concepts.

Projects:

imbyter.com

 A side project I started in December of 2011 which provides users with descriptive tutorials for solving technical issues with their technology. In the span of two months, January to February of 2012, the site attracted over 40,000 unique users and its success eventually led to my job at BinaryAge.

Pets Alliance

 A massively multiplayer online role-playing game/side project which I started in June of 2012. I have built the game from scratch using Ruby on Rails and I also plan to build an iOS version using client/server technology.

Skills:

Proficient in:

Python, Ruby on Rails, Java, iOS Development,
 Objective-C, Scheme, HTML, CSS

Experience in:

• Javascript, Ajax, Json, jQuery, Coffeescript, Sass

Other Software:

- Mac OS X, Unix, Windows 7/Vista/XP
- Adobe Photoshop CS4/CS5
- Microsoft Office (Word, Excel, Powerpoint)

Awards:

- Selected as Top 5 Final Project in CS 10, Fall 2011.
 I worked collaboratively with my partner to develop a Sudoku board generator and solver.
- National AP Scholar
- Most Improvement (Varsity Soccer) '08
- Sportsmanship Award (Varsity Soccer) '10
- AZ State Championship 5A-II Soccer '10

Extracurricular Activities:

- IEEE the world's largest professional as sociation dedicated to advancing technological innovation.
- Hackers@Berkeley we hack on new projects and come up with new ideas. I plan on entering hackathons this year.
- Colleges Against Cancer: Relay for Life
 Sponsorship Committee worked with local businesses to raise funds for cancer awareness.
- CalSec Berkeley's computer security club.