

# Seiya Ono

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## Education

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### University of California, Berkeley

Bachelor of Science: Electrical Engineering & Computer Science

August 2015 - May 2019

EECS GPA: 3.66

### Relevant Course Work:

Structure and Interpretation of Computer Programs (CS61A), Data Structures (CS61B), Designing Information Devices & Systems I/II (EE16A/B) Machine Structures (CS61C), Solid Mechanics (MEC85), Microelectronic Devices & Circuits (EE105), Discrete Mathematics (CS70)

## Employment

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### Private Tutor:

September 2012 - August 2016

- Assisted the academic development of six students ranging from sixth to eleventh grade
- Developed patience, open mindedness, and people skills for a wide age range

### SICP (CS61A) Lab Assistant:

January 2016 - May 2016

- Help out TA's in Lab and Office Hours by answering students' questions
- Keeps Python fresh and develop deeper understanding by explaining to students

### Devices & Systems I (EE16A) Lab Assistant:

August 2016 - December 2016

- Survey the lab, help students with their projects, and develop teaching skills
- Help develop a new lab to reflect new lecture content based on op amp loading behavior

### Devices & Systems I (EE16A) Lab Teacher Assistant:

January 2017 - Current

- Teach weekly lab sections by refreshing topics discussed in lecture through an interactive presentation
- Maintain the EE Lab by testing equipment, monitoring students, and checking off lab stations

## Experience

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### Pioneers in Engineering:

January 2016 - Current

- Bringing STEM education to underprivileged high schoolers through mentorship
- Develop team skills in a large project production environment

### DevOps:

- Maintaining Package dependencies and deployment of BeagleBone Black's Ubuntu distro
- Create a club wide continuous integration git flow using git integrated Travis-CI
- Teach and enforce club wide git rules and guidelines for all software based projects

### Student Mentor:

- Involve underprivileged kids in STEM through robotics and guide their robot builds

### Smart Sensor Project Manager:

- Recruit new staff, enforce project plan, and train staff in soldering, Eagle, and Git
- Design and prototype new sensors based around Arduino and competition design parameters
- Put together schematics, route boards, build of materials, and test with components
- Maintain a consistent work flow and expedite board order process

### Personal Projects:

#### Frog vs Cilantro:

- A PyGame based bullet-hell where the player controls a frog and avoids an onslaught of cilantro

#### Arcade Fight Stick:

- Home made fight stick controlled by an Arduino reflashed to be a USB Controller

## Skills

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**Programming Languages:** Java, Python, C

**Software:** GNU/Linux,  $\LaTeX$ , Arduino, Eagle, Git

**General Skills:** Computer Building, Teaching, Japanese, EE Lab