Seiya Ono
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Education

University of California, Berkeley	**August 2015 - May 2019**

Bachelor of Science: Electrical Engineering & Computer Science

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

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
   - Maintain the EE Lab by testing equipment, monitering students, and checking off lab stations

Experience

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 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

Programming Languages: Java, Python, C
Software: GNU/Linux, LaTeX, Arduino, Eagle, Cadence, Git
General Skills: Computer Building, Teaching, Japanese, EE Lab