Seiya Ono

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Education

University of California, Berkeley **August 2015 - May 2019**
Bachelor of Science: Electrical Engineering & Computer Science GPA: 3.7

Relevant Course Work:
Structure and Interpretation of Computer Programs (CS61A), Data Structures and Advanced Programming (CS61B), Designing Information Devices & Systems I & II (EE16A/B) Machine Structures (CS61C), Solid Mechanics (MEC85), Microelectronic Devices and 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 through an interactive presentation
- Maintain the EE Lab by testing equipment, monitering students, and checking off lab stations
- Help out at weekly homework parties by answering students' questions on course content

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 based bullet-hell where the player controls a frog and avoids an enslaught of cilantro

RFID Door Lock:
- Apartment door that is unlocked by RFID reader and a servo controlled by an Arduino

Skills

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