

Reese Levine

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EDUCATION

University of California, Berkeley

Berkeley, CA

Major: Computer Science

Expected Graduation: May 2017

Activities:

- Vice Chancellor's Student Advisory Committee
- Cal Cycling President

Relevant Courses:

- Data Structures and Advanced Programming
- Discrete Mathematics and Probability Theory
- Great Ideas in Computer Architecture
- Computer Security
- Artificial Intelligence

TECHNICAL SKILLS

- **Languages:** Python, C, Java, Ruby, C#
- **Frameworks/Tools:** Ruby on Rails, Git, Jekyll, Unix, Vim/Emacs, Spark

EXPERIENCE

UC Berkeley

Berkeley, CA

TA for CS61C: Computer Architecture

June 2016 – Present

- Teach students concepts in computer architecture: C memory management, MIPS assembly, number representation, CPU architecture, caches, virtual memory, distributed computing
- Updated lab exercises, including converting distributed computing lab from a mixture of Hadoop and Spark to only Spark
- Wrote and graded questions on exams, highlighted by question on caches included in final exam

Munchery

San Francisco, CA

Software Development Intern

May 2015 – July 2015

- Developed Ruby bot on Slack allowing customer care to communicate directly with delivery drivers through Twilio SMS
- Contributed to open-source Jenkins plugin allowing provisioning of Docker containers on Amazon EC2
- Wrote comprehensive QA tests for updated Munchery checkout page

Computer Science Mentors @ Berkeley

Berkeley, CA

Junior Mentor

January 2015 – May 2016

- Led weekly section with four students to go over concepts from data-structures and algorithms class
- Met with other mentors weekly to develop good questions and processes to lead students to answers
- Did my best to show my peers the beauty and fun of coding!

PROJECTS

<https://github.com/reeselevine>

reeselevine.me (*Jekyll/CSS*)

- designed personal website hosted on Github Pages using Jekyll, a simple static site generator
- built off of Twitter's Bootstrap framework to produce responsive, modern site

photo_hopper

- wrote Python module for bi-directional transfer between Facebook and Google Photos
- iterated from a functional script to a class based approach that allows for possible extension to other photo services
- containerized the module, allowing it to be run in a Docker container hosted on Docker Hub

Löst

- designed Windows Surface maze game from scratch in C# and SharpDx
- utilized accelerometer and touchscreen for intuitive user controls and interactive gameplay
- worked as group leader by controlling Github repository and delegating tasks and feature development