

Reese Levine

2510 College Ave | Berkeley, CA 94704
(925) 528-9175 | reeselevine@berkeley.edu

EDUCATION

University of California, Berkeley

Berkeley, CA

Major: Computer Science

GPA: 3.695

Activities:

- Vice Chancellor's Student Advisory Committee
- Cal Cycling

Relevant Courses:

- Data Structures and Advanced Programming
- Discrete Mathematics and Probability Theory
- Great Ideas in Computer Architecture
- Graphics and Interaction

TECHNICAL SKILLS

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

EXPERIENCE

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 2015

- 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!

Cal Cycling

Berkeley, CA

Vice President

December 2014 – Present

- organized UC Berkeley home race with ~250 participants and balanced expenses with race revenues
- overhauled club officer structure to simplify tasks like sponsor outreach and financial tracking
- created centralized online storage location for club documents and processes to ease transition for incoming officers

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 messy 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#
- 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