Reese Levine

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EDUCATION

University of California, Berkeley **Berkeley, CA**

Major: Computer Science
GPA: 3.695
Vice Chancellor's Student Advisory Committee
Cal Cycling

Relevant Courses**:**

- Data Structures and Advanced Programming (CS61B)
- Discrete Mathematics and Probability Theory (CS70)
- Great Ideas in Computer Architecture (CS61C)
- Graphics and Interaction (University of Melbourne)

TECHNICAL SKILLS

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

EXPERIENCE/LEADERSHIP

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
- Contributed to Jenkins CI plugin allowing provisioning of Docker containers on Amazon EC2 instances
- 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 class
- Met with other mentors weekly to develop good questions and explanations
- Did my best to show my students the beauty and fun of coding!

Cal Cycling **Berkeley, CA**
Vice President *December 2014 – Present*

- organized UC Berkeley home race with ~250 participants, worked with different government and private agencies
- overhauled club officer structure to simplify tasks like sponsor outreach and financial tracking

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

Fractal Landscape

- used Diamond Square algorithm to build and render fractal landscape in C# and SharpDx
- implemented camera with 360 degrees of rotation and lighting that simulates night and day