Stephen Jayakar

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EDUCATION

UC BERKELEY
BS in EECS
Electrical Engineering & Computer Science
May 2020 | Berkeley, CA
College of Engineering

LONGVIEW HIGH SCHOOL
May 2016 | Longview, TX
Valedictorian in I.B. Programme

LINKS

LinkedIn:// **stephenjayakar**
GitHub:// **stephenjayakar**
Facebook:// **stephenjayakar**

COURSEWORK

indicates in progress
CS61A: SICP
CS61B: Data Structures
CS61C: Computer Architecture
CS70: Discrete Math & Prob. Theory
CS170: Algorithms
CS162: Operating Systems
CS186: Database Systems
CS184: Computer Graphics & Imaging
CS168: Internet Architecture*

SKILLS

PROGRAMMING
Experienced:
Python • JavaScript (ES6) • Swift
Familiar:
Objective-C • PostgreSQL • C++ • C • GLSL • Java

FRAMEWORKS AND ENVIRONMENTS
React • Graphene + GraphQL • Flask • SQLAlchemy • Xcode • React-Native • iOS • Firebase • OpenGL • Figma • LaTeX • Spotify-API • Bash • Windows • OS X

DESIGN PRINCIPLES
MVC • MVVM • Container-Component • Ant Design • React Bootstrap • Material Design • Cupertino Design

EXPERIENCE

ZENSOURCER | Full Stack Engineering Contractor
August 2018 | San Francisco, CA
- Rolled out new customer-facing features in the frontend using ES6 and ReactJS, with some supplemental libraries such as Apollo and React Bootstrap.
- Designed GraphQL endpoints using Graphene + Flask after implementing a new database model using PostgreSQL and SQLAlchemy.
- Made some minor modifications to the NodeJS server to update some of the product's Server Side Rendered (SSR) pages.
- Replicated some functionality into the company's Chrome extension which automates loading in possible candidates from LinkedIn.

DOCUSIGN | iOS Software Engineering Intern
May 2018 - July 2018 | San Francisco, CA
- Updated the existing Objective-C codebase to support iOS 11 features such as Face ID.
- Rolled out some specific UI and animation rewrites for iPhone X support.
- Utilized JIRA and Confluence during the Agile development process on the mobile team.
- Coordinated with the API team as well as Product to begin getting the app to conform with Apple Push Notification Service and show app badges and notifications.

MOBILE DEVELOPERS OF BERKELEY | iOS Contract Engineer & Technical Consultant
Sept 2017 - Present | Berkeley, CA
- Contracted out with startups for app development in the Berkeley area.
- Consulted with MDB internal contracting teams to help structure React, React-Native, and Swift projects as well as optimize their minimal viable product (MVC) descriptions.
- Completed a series of mini-projects to demonstrate Swift proficiency which utilized techniques such as asynchronous database calls and live location monitoring.

PROJECTS

STREAMLINE | Social Music Platform
Oct 2017 - Dec 2017
- Constructed from the ground-up a cross-platform mobile social music experience where users post "stories" of songs to their friends daily.
- Used Agile workflow to manage our team of 7 iOS and Android engineers.
- Utilized Firebase as well as Spotify API extensively to implement our feature set
- Published the app both to Google Play Store as well as Apple's App Store

LOL-TENSORFLOW | Game Prediction Model
Mar 2018 - Present
- Designed and implemented a deep neural network using TensorFlow and data from the League of Legends RESTful API.
- Trained on team compositional data on past matches to determine which team would win with approximately 88% certainty.