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

SICP
Data Structures
Computer Architecture
Discrete Mathematics
Probability Theory
Algorithms
Computer Graphics and Imaging
Intro to Database Systems
Operating Systems

SKILLS

PROGRAMMING
Experienced:
Python • JavaScript • Swift
Familiar:
Objective-C • C++ • C • GLSL • Java

FRAMEWORKS AND ENVIRONMENTS
React • Xcode • React-Native • iOS •
Firebase • OpenGL • Figma • LaTeX •
Spotify-API • Bash • Windows • OS X

INTERESTS

MUSIC
Violin • EDM • Guitar • Singing

VIDEO GAMES
League of Legends
Super Smash Bros. Melee
osu!

EXPERIENCE

ZENSOURCER | Full Stack Engineering Contractor
August 2018 - Present | San Francisco, CA
- Rolled out customer-facing features using React, Flask, SQLAlchemy, GraphQL, and Graphene.

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
Sept 2017 - Present | Berkeley, CA

- Contracted out with startups for app development in the Berkeley area.
- Completed a series of mini-projects to demonstrate Swift proficiency which utilized techniques such as asynchronous database calls and live location monitoring.
- Designed wireframes and mockups for the application our team is developing using material design principles.

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 Riot Games API for game League of Legends.
- Utilizes team composition data to predict which team will win with high probability.

REACT-POKÉDEX | Pokémon Query Interface
July 2018 – Present
- Constructed a web-app to search for and save Pokémon using React, Redux + Saga, and Ant Design.
- Utilized container-component architecture to adhere to Redux data flow efficiency paradigms.