

Stephen Jayakar

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

BS IN ELECTRICAL ENGINEERING AND
COMPUTER SCIENCE
Expected May 2020 | Berkeley, CA
College of Engineering

LONGVIEW HIGH SCHOOL

Grad. May 2016 | Longview, TX
Valedictorian in I.B. Programme

LINKS

LinkedIn:// [stephenjayakar](#)
GitHub:// [stephenjayakar](#)

COURSEWORK

SICP
Data Structures
Computer Architecture
Discrete Mathematics
Algorithms

SKILLS

PROGRAMMING

Experienced:
Python • Swift • \LaTeX • Java
Familiar:
C • RISC-V ASM • Rust • JavaScript

ENVIRONMENTS

Xcode • iOS • Firebase • Spotify-API •
Bash • Windows • OSX • Unity3D

INTERESTS

MUSIC

Violin • EDM • Guitar • Singing

VIDEO GAMES

League of Legends
Super Smash Bros. Melee
osu!

EXPERIENCE

OFFICE OF NAVAL RESEARCH | SOFTWARE ENGINEERING APPRENTICE

May 2015 - July 2015 | Monterey, CA

- Created four highly-specialized data visualization structures using D3.js.
- Collaborated with my team member and professor to generate interactive graphs of her research data on Lexical Link Analysis.

MOBILE DEVELOPERS OF BERKELEY | IOS ENGINEER

Sept 2017 - Present | Berkeley, CA

- 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 - Present

- 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
- Maintaining the app as well as continuously adding new features.

ARYA | MELEE RESEARCH FRAMEWORK

Mar 2017 – Present

- Solving microsituations in Super Smash Bros. Melee using search algorithms and libmelee API.

CAL-NES | NINTENDO ENTERTAINMENT SYSTEM EMULATOR

Oct 2017 - Present

- Hacked together with a team of four a 6502 CPU with full support
- Added functionality to run iNES binaries

3DENGINE | SOFTWARE RAYTRACER AND RASTERIZER

Apr 2017 - Present

- Built a live 3D raytracer to further my understanding of OOP and Linear Algebra.
- Also constructed a software rasterizer to delve into the basis of modern 3D rendering as well as techniques such as Z-Buffering and perspective transforms.

AWARDS

2016	Regional	KETK Student of the Year
2015	Level 1	UIL State Violinist
2014	Level 1	UIL State Violinist
2012	Nationals 1 st	Technology Student Association OSSD