

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 • Swift • C • \LaTeX • Java

Familiar:

C++ • GLSL • RISC-V ASM • UnityScript •
JavaScript

ENVIRONMENTS

Xcode • iOS • Firebase • OpenGL • Figma
• Spotify-API • Bash • Windows • OS X •
Unity3D

INTERESTS

MUSIC

Violin • EDM • Guitar • Singing

VIDEO GAMES

League of Legends
Super Smash Bros. Melee
osu!
Fortnite

EXPERIENCE

DOCUSIGN | INCOMING IOS SOFTWARE INTERN

May 2018 - August 2018 | San Francisco, CA

- Will be working on porting existing mobile codebase to Swift 4

MOBILE DEVELOPERS OF BERKELEY | IOS CONTRACT ENGINEER

Sept 2017 - Present | Berkeley, CA

- Worked on some implementation for startup projects that raise money for our club
- 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.

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.

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.

ARYA | MELEE RESEARCH FRAMEWORK

Mar 2017 - Present

- Solving micro-situations 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
- Boots The Legend of Zelda