Stephen Jayakar

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EDUCATION

UC BERKELEY
BS in EECS
Electrical Engineering & Computer Science
May 2019 | 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
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++ • RISC-V ASM • Rust • UnityScript • JavaScript

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

INTERESTS

MUSIC
Violin • EDM • Guitar • Singing

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

EXPERIENCE

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

AWARDS

Year	Level	Award
2016	Regional	KETK Student of the Year for Northeast Texas
2015	National	Science and Engineering Apprenticeship (SEAP) Award
2015	Level 1	UIL State Violinist
2013	Nationals 1st	Technology Student Association OSSD