

EDUCATION	<b>University of California, Berkeley</b> <i>B.A. Computer Science (3.41 GPA)</i> <b>Relevant courses (* in progress):</b> <ul style="list-style-type: none"><li>Structure and Interpretation of Computer Programs, Data Structures, Great Ideas for Computer Architecture, Ruby on Rails, <i>Efficient Algorithms and Intractable Problems*</i>, <i>Artificial Intelligence*</i></li></ul>	May 2019 (expected)
TECHNICAL SKILLS	<b>Languages:</b> Java, Python, C, MIPS, Scheme, SQLite, HTML/CSS <b>Frameworks:</b> Ruby on Rails <b>Project Workflow:</b> Git <b>Operating Systems:</b> Windows, Linux, Mac OS X	
PROJECTS	<b>Caldine (Ruby on Rails)</b> <b>Personal Project:</b> <a href="https://github.com/stevenistan/caldine">https://github.com/stevenistan/caldine</a> <ul style="list-style-type: none"><li>Collaborated in a team of four to design a social web application connecting UC Berkeley students to eat together at the dinning commons</li><li>Worked on users model, view, and controller to ensure proper interactions with the user's profile page</li><li>Implemented the carrierwave gem to allow users to upload a photo of themselves</li></ul>	November 2016 – present
	<b>Pacman (Python)</b> <b>Course Project:</b> <i>Artificial Intelligence</i> <ul style="list-style-type: none"><li>Implemented various search algorithms (DFS, BFS, UFC, A*) and heuristics for a Pacman agent to complete unique maze levels (eat all the food, prioritize corners, etc.)</li><li>Created agents with minimax and expectimax searching to work in a multi-agent environment</li></ul>	February 2017
	<b>MIPS CPU (C, MIPS, Logisim)</b> <b>Course Project:</b> <i>Great Ideas for Computer Architecture</i> <ul style="list-style-type: none"><li>Built a two-pass assembler for a subset of the 32-bit MIPS instruction set and the corresponding processor circuit that can perform simple operations and read from/write to memory</li></ul>	November 2016
	<b>Text Editor (Java)</b> <b>Course Project:</b> <i>Data Structures</i> <ul style="list-style-type: none"><li>Developed from scratch a text editor with capabilities such as cursor clicking, open and save, scrolling, word wrapping, undo and redo, and window resizing</li><li>Worked with JavaFX for the graphical user interface (GUI)</li></ul>	March 2016
EXPERIENCE	<b>CS 61B Lab Assistant</b> <i>UC Berkeley EECS Department</i> <ul style="list-style-type: none"><li>Assisted students with their lab coursework by helping them understand computer science topics in Java (data structures, algorithms, etc.)</li></ul>	August 2016 – present
	<b>Externship</b> <i>Cavium, San Jose, CA</i> <ul style="list-style-type: none"><li>Shadowed engineers in the IC architecture team as well as the Design Verification team to further understand the chip design flow from the software design to hardware design stages</li></ul>	January 2017
	<b>Lieutenant Governor</b> <i>California-Nevada-Hawaii District, Key Club International</i> <ul style="list-style-type: none"><li>Served and oversaw Key Club members across San Jose, Milpitas, Fremont, and Union City</li><li>Organized Bay Area-wide socials, fundraisers, and service events for over 800 members, conducted monthly division council meetings, and served on a district committee</li></ul>	April 2014 – March 2015