

STEVEN MO

(925) 963-3105 • stevenjmo17@berkeley.edu • [linkedin.com/in/stevenjmo](https://www.linkedin.com/in/stevenjmo) • [stevenjmo.github.io](https://github.com/stevenjmo)

EDUCATION

University of California, Berkeley

Berkeley, CA

B.A. Computer Science

May 2023

Relevant Coursework: Structure and Interpretation of Computer Programs, Data Structures, Discrete Mathematics and Probability Theory, Machine Structures, Designing Information Devices and Systems I/II

Overall / Technical GPA: 3.52 / 3.57

EXPERIENCE

Amazon

Bay Area, CA

Incoming Summer SDE Intern

May 2022 - August 2022

Juni Learning

Berkeley, CA

Computer Science Instructor

August 2020 - August 2021

- Tutored elementary, middle, and high school students with one-on-one, remote, private sessions in computer science
- Taught project-based curriculums to develop fundamental computer science concepts and coding practices, covering topics such as data types, loops, conditionals, searching and sorting algorithms, and data structures
- Fostered student learning and problem solving by encouraging independent development, coding, and debugging

Make School Summer Academy

San Francisco, CA

iOS App Developer

July 2018 - Aug 2018

- Participated in a 6 week app creation program to learn about iOS development, app creation, and project management
- Developed multiple iOS apps including a tip calculator, currency converter, social media, and a coffee chat facilitator
- Designed and published a health and fitness app called RouteRunner onto the Apple App Store in a period of 3 weeks

TECHNICAL PROJECTS

Personal Website | stevenjmo.github.io

July 2020

A personal website that showcases my technical projects and provides links to my socials.

- Features personal information and provides descriptions and images pertaining to different projects and experiences
- Constructed using HTML and CSS and hosted by Github Pages

RouteRunner App

August 2018

A health and fitness app published on the App Store that allows users to save and create custom running routes.

- Programmed in Swift with Xcode using storyboards and view controllers to create the UI, functionality, and frontend
- Utilized Google's Firebase for account creation, database structuring, and account data and running route storage
- Used Location Services and the iOS MapKit framework to view maps and drop pins for route creation, calculating distances using the longitudes and latitudes of dropped pins and displaying them in table view cells for easy viewing

Augmented Reality Exhibit

December 2017

An augmented reality exhibit premiered at the Lawrence Hall of Science in Berkeley.

- Created a real life environment that could be explored using Google's Augmented Reality Kit, Google ARCore
- Placed a 360° camera within a box and used Arduinos and motors to create interactive components to simulate a story

PROFICIENCIES

Programming Languages Java, Python, C, Swift, HTML, CSS, R, SQL

Technologies Microsoft Office Suite, Arduino, Google Firebase, Google ARCore, Unity, Xcode, Figma