

Steven Mo

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EDUCATION

University of California, Berkeley, Berkeley, CA

Aug 2019 - May 2023

B.A. Computer Science

Relevant Coursework: Structure and Interpretation of Computer Programs, Data Structures, Designing Information Devices and Systems I

EXPERIENCE

Make School Summer Academy | *Intern*

July 2018 - Aug 2018

San Francisco, CA

- Participated in a 6 week app creation program to learn about iOS development and project design
- Developed multiple apps, including a tip calculator, currency converter, and social media app
- Designed and published a health and fitness app onto the App Store in a span of 3 weeks

TechHive Internship | *Intern, Project Member*

Sept 2017 - Dec 2017

Lawrence Hall of Science, Berkeley, CA

- Coded in Java and used Arduinos to engineer moving robots for exhibits
- Worked on group projects to build teamwork and technical and engineering skills
- Designed and engineered exhibits, workshops, games, teaching guides, and other forms of media to the general public, including an Augmented Reality (AR) exhibit

PROJECTS

RouteRunner App

iOS App | Aug 2018

- Developed an iOS App that allows users to create and save custom running routes
- Keeps track of a runner's statistics, including number of miles ran and number of runs completed
- Used Firebase for account creation, Location Services and the iOS MapKit framework

Augmented Reality Exhibit

Augmented Reality | Dec 2017

- Designed and engineered an Augmented Reality exhibit for the Lawrence Hall of Science
- Created a real life environment that could be explored using Google's Augmented Reality Kit
- Placed a 360 camera within a box and engineered controllable moving parts to simulate a story

PROFICIENCIES

Computer Languages

- Proficient in Java, Python, C, C++, and Swift

Other

- Microsoft Office Suite (Word, Powerpoint, Excel), Project Development, iOS Development