Steven Mo

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EDUCATION

B.A. Computer Science

University of California, Berkeley, *Berkeley, CA* **Aug 2019 - May 2023**

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

EXPERIENCE

Juni Learning | *Computer Science Instructor* **Aug 2020 - Present**

Berkeley, CA

- Tutored elementary, middle, and high school students in one on one sessions for Java and Python
- Used project-based curriculum to develop fundamental computer science concepts such as data types, loops, and conditionals, as well as good coding practices
- Fostered student learning and problem solving by encouraging independent development, coding, and debugging

Make School Summer Academy | *iOS Developer* **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 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 hoverable elements providing descriptions and links to projects
- Developed using HTML and CSS and hosted by Github Pages

RouteRunner App **Aug 2018**

A health and fitness app published on the App Store that allows for users to create custom running routes and keeps track of user statistics.

- Programmed in Swift with XCode using storyboards and view controllers to create the UI and functionality
- Used Google's Firebase for account creation and to read and write user data from a database
- Used Location Services and the iOS MapKit framework to view maps and drop pins used for route creation, calculating distances using the longitudes and latitudes of dropped pins

Augmented Reality Exhibit **Dec 2017**

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

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

PROFICIENCIES

Programming Languages

- Proficient in Java, Python, HTML, CSS, and Swift