Steven Traversi

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Education

<u>University of California, Berkeley - 3.67 GPA</u> Computer Science - 2017

Experience

<u>Undergraduate Student Instructor for CS10 at UC Berkeley (fa14 - present)</u>

Teach 1 discussion section and 2 labs per week and hold office hours. Topics include introductory algorithms, algorithmic complexity, higher order functions, and Python.

TA in Training for CS10 at UC Berkeley (sp14)

Wrote discussion section material and taught 15 minutes of discussion per week. Conducted review sessions, Python. Assisted in labs 4 hours per week.

Exploratorium Teacher Institute CalTeach Intern (su14) Volunteer (su13)

Commissioned for and successfully developed a cost-effective refractometer and a DIY loudspeaker, both for continued use by the Institute.

Projects

Personal Website (http://steven.education)

Wrote a website from scratch. Pages exhibit HTML5, CSS3, Jquery work.

Website for CS10 Practice (http://steven.education/cs10)

A site for use by CS10 students to further their knowledge of class topics. Implemented lazy image loading, cutting page load time by 63%.

Graph Library with Trip Planner

Implemented the graph data structure in Java, with a route-finding client that finds the shortest path between points given thousands of cities and roads.

KJumping Cube

Created the game KJumping Cube in Java with a GUI and devastating Al.

Command Line To-Do List

A Python-based to-do list application that runs from the command line.

Class Work

<u>Structure and Interpretation of Computer Programs, Data Structures</u> (A+) <u>Discrete Mathematics and Probability Theory</u> (A)

Error-correcting codes, hashing, public key cryptography, random variables Snap! Development Decal

Anti-cheating scheme with hashed dates in exported project XML.

Human Centered Design Decal

Learned HCD through the creation of a command line to-do list application.

Skills

Proficient in: Java, Python, CSS3, HTML5

Currently Learning: Swift, Objective-C, JavaScript, jQuery, C, Ruby on Rails