

Address withheld

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Employment

TA **UC Berkeley** **Fall 2014 - Present**

- TA for CS10 “Beauty and Joy of Computing”. Teach 4 hours of lab and 2 hours of discussion.
- Topics include: foundations of programming, higher order functions, basic algorithms, Python

Mobile App Developer **Packd** **Summer 2015 - Present**

- Built the Packd iOS and Android applications, available on the App Store and Play Store.
- iOS application built using Swift in Xcode. Designed the UI.

Search Engine Intern **Fanatics** **Summer 2015**

- Wrote Python web scrapers and processing scripts to find synonyms and nicknames for thousands of sports teams and players.
- Results were integrated into site search, improving conversion rate and users’ overall experience.

Education

Computer Science **UC Berkeley** **Fall 2013 - May 2017**

- B.A. in Computer Science in progress (2017) GPA: 3.616
- Undergraduate coursework: Data Structures, Machine Structures, Discrete Math, iOS, Algorithms, AI

Projects

Packd iOS App

- Swift app that shows current occupancy and weekly trend data for various locations.

Personal website - steven.codes

- Exhibition of skills in JavaScript, CSS (see tab: Experience > Web Design). Demonstrations include a CSS only iPhone and the parallax effect with a Snorlax, and more.
- Included is a CS10 practice page with a fully custom UI with optimizations for mobile screens.

Typewriter.js and Carousel.js - steven.codes/typewriter.js

- Typewriter.js provides an html-only interface for creating beautiful “typing” effects on a web page.
- Carousel.js lets developers implement iPhone-like pagination with HTML/JavaScript.

KJumping Cube

- Created the game KJumping Cube in Java with a GUI and devastating AI for a class project.
- Implemented the game logic, AI, and GUI personally.
- AI uses Minimax and alpha-beta pruning to play a perfect game.
- User-user, user-AI, AI-AI gameplay are all options.

Graph library with trip planner and Make

- Depth and breadth-first traversal capabilities and A* search with directed and undirected graphs.
- Trip finder that takes cities and roads, a source and destination, and shows the user the best route.
- Make client that performs basic Makefile functionality through use of the directed graph.

Net.js - github.com/straversi/Net.js - In action: steven.codes

- Personal project inspired by a cool WebGL demo. I wanted a JavaScript version.
- Small graphics library that creates a “net” of nodes and edges as divs and SVGs.
- Upon mouseover, nodes and edges will adjust their position to avoid the cursor.

Technical Skills

- Python, Swift, JavaScript, Ruby on Rails, HTML5, CSS3, Java, some C