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Steven Traversi

GitHub: straversi

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

- Building the Packd iOS and Android applications, available on the App Store and Play Store.
- Contribute solutions to technical problems as one of the four founding members.

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 - packd.org
- Swift app that shows current occupancy and weekly trend data for various locations.
- Designed and built UI. Application written in Xcode.

Personal website - steven.codes, steven.codes/cs10
- Exhibition of skills in JavaScript, CSS (see tab: Experience > Web Design). Demonstrations include a CSS only iPhone, the parallax effect with a Snorlax, and more.
- Included is a mobile-first CS10 practice page with a completely original UI.

Typer.js and Carousel.js - steven.codes/typerjs
- Typer.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.

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 a 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. Xcode.