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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

Web Developer — **Prof. Alexander Coward** — **Winter 2014 - Present**

- Designer of the higherteaching.org website for the Higher Teaching Foundation
- Implemented an email confirmation system. User emails are stored in a private Google sheet and a confirmation is sent using generated hashes.

Teacher Institute Intern — **Exploratorium** — **Summer 2014**

- Developed a cost-effective refractometer and loudspeaker, both for continued use by the Institute.

Education

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

- B.A. in Computer Science in progress (2017) GPA: 3.673
- Undergraduate coursework: Data Structures, Machine Structures, Discrete Math, iOS, Ruby on Rails

Projects

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 s and SVGs.
- Upon mouseover, nodes and edges will adjust their position to avoid the cursor.

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.

Class-Roulette - github.com/daltonboll/class-roulette - In action: classroulette.herokuapp.com
- A chat web-app that opens chat rooms for lectures at UC Berkeley. This idea was inspired by large lecture sizes and the infeasibility of answering every student’s questions.
- In-progress Ruby on Rails project.
- Appealing to professors of large classes because conversations can be downloaded later for analysis of what students are confused about throughout a lecture.

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.

Technical Skills

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