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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 1 hour 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)
- Undergraduate coursework: Data Structures, Machine Structures, Discrete Math, iOS, Algorithms, AI, Software Engineering, Linear Algebra, Machine Learning

Projects

Packd iOS App - packd.org
- Swift app that shows current occupancy and weekly trend data for various locations around the UC.
- 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.

Pixel Mapper
- Program that takes two images as inputs, and uses the pixels of the first to recreate the second.
- Uses linear algebra package and caches pixel colors, each causing immense speedups.

Net.js - github.com/straversi/Net.js - In action: steven.codes (on desktop)
- 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, Java, some Ruby on Rails, some C. Xcode.