Micaiah “Cai” Scheidler

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EDUCATION

UC Berkeley – Bachelor of Science in Electrical Engineering and Computer Science — Expected May 2029
Coursework: Structure and Interpretation of Computer Programs, Data Structures — GPA: **4.0**

PROJECTS

Combat Robotics at Berkeley, UC Berkeley, CA — 9/9/2025 – **Present**

- Direct software and design of a **3-person team** developing a plastic **1lb** and a metal **3lb** melty brain combat robot
- Implemented custom drivers in C for CRSF (UART) communication and I^2C sensor interfacing
- Designed, manufactured, and assembled a competitive plastic **1lb** melty brain for **~$100**

Underwater Robotics at Berkeley, UC Berkeley, CA — 9/3/2025 – **Present**

- Engineered a compact, efficient electronics housing by integrating electrical and mechanical subteam feedback
- Initiated resource cataloguing efforts across electrical and mechanical subteams which **saved the team $1000+**

Physical Digital Darts – devpost.com/software/digital-physical-darts-wii-darts — 10/24/2025 – 10/26/2025

- Won Best Beginner Hack out of **700 projects at CalHacks 12.0** by leading a **team of 4** to develop a compact, dart-shaped controller with an onboard accelerometer and an accompanying Python dartboard simulation
- Integrated a custom Python dartboard simulation with real-time accelerometer orientation data

A Telescoping Phone Holder – devpost.com/software/a-telescoping-phone-holder — 11/19/2025 – 11/23/2025

- Won Best Overall CAD Project and Best Project in Support of Engineering out of **70 participants during The CAD Challenge** as a part of a **team of 3** by creating a customizable, modular telescoping phone holder
- Documented the project in a **2-page design portfolio** and advertised the project with a fully custom **3-min video**

DoodleDogs – github.com/LarryHellen/DoodleDogs — 8/17/2021 – 8/17/2022

- Won the Congressional App Challenge for CA31 as a C# engineer and scrum master for a **team of 6**
- **Achieved 200+ downloads** through developing a 2D, story-driven, iOS mobile game using Unity

WORK EXPERIENCE

STEM (Python + Calculus) Tutor, Freelance — Sep 2024 – **Present**

- Provide weekly Python instruction focused on foundational programming concepts (**75+ total hours** and counting)
- Mentored multiple AP Calculus AB high school students in **weekly 1-on-1** meetings for **a total of 42+ hours**

Code Coach, theCoderSchool – Pasadena, CA — Jul 2024 – Jul 2025

- Tutored students in Unity/C#, Python, and Scratch through personalized, **1 hour** sessions (**175+ total hours**)
- Provided a **concise ~250 word summary** of each session to parents/guardians of students

Code Coach Intern, theCoderSchool – Pasadena, CA — Jul 2024

- Co-taught **20 students** the basics of Python and robotics in **2 weeklong summer programs** for **60+ total hours**

Content Creator, Singleton Foundation – Pasadena, CA — Jul 2023 – Feb 2024

- Produced **15 promotional videos** for Venture Valley, handling all scripting, recording, and editing
- Created tutorial videos for Polish teachers and students as part of a Venture Valley and Polish gov. partnership

Quality Assurance Intern, Singleton Foundation – Pasadena, CA — Jun 2023 – Jul 2023

- Tested the mobile version of Venture Valley for any bugs, accumulating **60+ total hours** of debugging
- Documented each bug with a video or image, steps for reproducing the bug, and a precise explanation of the bug

TECHNICAL SKILLS

LANGUAGES: C, C#, Java, Python, Scheme, SQL — OTHER: Agile development
SOFTWARE: DaVinci Resolve, Fusion 360, Onshape, Unity