

# Stephen Daniel Okita

Berkeley, California | London, UK | Hong Kong

EU (Ireland), US, HK (PR)

[stephen-okita](#)

[stephenokita.com](#)

+1 (415) 539-9605 (US)

[me@stephenokita.com](mailto:me@stephenokita.com)

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## Education & Certifications

|   |                                       |   |                     |
|---|---------------------------------------|---|---------------------|
| University of California, Berkeley  | August 2023–Jan 2026 (Paused Studies) | Wharton, University of Pennsylvania (Coursera)  | Jan 2024–Present    |
| <ul style="list-style-type: none"><li><b>Majors:</b> Philosophy</li><li><b>Minor:</b> Cognitive Science &amp; Computer Science</li><li><b>Involvements:</b><ul style="list-style-type: none"><li><b>Clubs:</b> Political Computer Science, Projects Chair   Open Computing Foundation   Philosophy Forum</li><li><b>Researcher &amp; Teacher</b> - Geopolitics &amp; Cyber Security, Tech Policy, Ethical Finance, AI Ethics, Moral Philosophy, Phenomenology/Post-Modernism, Philology, Theology, Systems Engineering, Alignment</li><li><b>Volunteer</b> with Food Not Bombs and Student Activism Organisations</li></ul></li></ul> |                                       | <ul style="list-style-type: none"><li>Online Coursera course on Business Foundations</li></ul>  | Jan 2024–April 2024 |
|   |                                       | National Academy of Sports Medicine   |                     |
|   |                                       | <ul style="list-style-type: none"><li>Certified Nutritional Coach</li></ul>   |                     |
|   |                                       | University of Southern California   | June 2021–July 2021 |
|   |                                       | <ul style="list-style-type: none"><li>Summer Program on 3D modelling</li></ul>  |                     |
|   |                                       | Chinese International School, Hong Kong   | Aug 2009–May 2023   |
|   |                                       | <ul style="list-style-type: none"><li>International Baccalaureate (HL: Physics, Computer Science, Chinese, SL: Math, Psychology, English)</li></ul> |                     |

## Professional Experience

|  |   |
|--|---|
| <b>Asia Society</b> - Member   <a href="#">asiasociety.org</a>   | San Francisco, California & Hong Kong   Jun 2024 – Present                                |
| <ul style="list-style-type: none"><li>Advisor to the Northern Californian Tech Council on AI Ethics and Alignment Risk</li><li>AI advisor to Kevin Rudd (Former Australian Prime Minister &amp; Former Ambassador to the US)</li></ul>   |   |
| <b>Auracare (Founder's Factory)</b> - CTO & Co-Founder   <a href="#">auracare.org.uk</a>   | (Berkeley, California), (London, UK), (Hong Kong), (Shenzhen, China)   Jun 2024 – Present |
| <ul style="list-style-type: none"><li>Managed nine person team to create primary care software, jurisdiction based clinical decision support system (CDSS) for UK, Australia, Ireland, China, Brazil and Canada. The company is trying to create the infrastructure for the integration of AI models &amp; classifiers so health care workers can focus on patients rather than admin and recall.</li><li>Did sales, outreach, business development &amp; strategy, compliance, cybersecurity, legal, hiring etc. for a hybrid international team</li></ul>  |   |
| <b>Berkeley Tech &amp; Justice Lab (NGO)</b> - CTO & Co-Founder   <a href="#">techjustice.org</a>  | Berkeley, California   Feb 2025 – Jan 2026  |
| <ul style="list-style-type: none"><li>Created AI systems for California's Public Defenders Association: Systemic graph based mapping of American Law for Legal MCP, Vector based motion indexer.</li><li>Member of the Legal Tech Advisory Council</li></ul>   |   |
| <b>UC Berkeley</b> - Student Researcher & Teacher  | Berkeley, California   Jan 2024 – Jan 2026  |
| <ul style="list-style-type: none"><li>Lectured for classes on Political Computer Science DeCal, Ethics and AI, System Administration &amp; Modern Philosophy</li><li>Research projects on UC Investments, Bot-net Classification in Elections Interference (project was cut due to Trump Admin) and Computational Biblical Criticism</li><li>Wrote papers on scientific history, moral philosophy, psychology, neuroscience, phenomenology, history of philosophy, Hegel, critical theory, theology, philology, moral philosophy and epistemology.</li></ul>   |   |
| <b>Launchedtech</b> - Intern → Part-time Full Stack Developer   <a href="#">launchedtech.io</a>  | London, UK   Jun 2024 – Present   |
| <ul style="list-style-type: none"><li>Full Stack developer for next-gen ABM startup, using Nextjs (TS), Bitnami (AWS), MongoDB and Snowflake, Hubspot, Sales Force</li><li>Created credit system, AI sales bot and Brandhub features.</li></ul>  |   |
| <b>Link Health</b> - Contract Full Stack Developer   <a href="#">link-health.org</a>   | Berkeley, California   Sep 2023–Jan 2024  |
| <ul style="list-style-type: none"><li>Co-led the development of 'Link Health Vending Machine', an innovative app designed to streamline the process of signing up for US welfare programs.</li><li>Lead the collaboration efforts of a team of six to successfully build a feature-rich web application utilising Svelte, ExpressJS, Supabase, Docker, Terraform, Linux, and VPS.</li></ul>  |   |
| <b>Klima DAO</b> - Part-Time Web3 Developer   <a href="#">klimadao.finance</a>   | Remote   Oct 2021–Oct 2022  |
| <ul style="list-style-type: none"><li>Contributed to the development of a green web3 decentralised application (dApp) that revolutionised the carbon credits industry by tokenizing carbon credits and promoting sustainability.</li><li>Participated actively in a DAO, collaborating with a diverse team to shape the vision and direction of the project.</li><li>Played a key role in building the dApp by employing technologies such as Web3.js, React, and Solidity. Leveraged Web3.js to interact with the Ethereum blockchain, implemented smart contracts using Solidity, and developed user-friendly interfaces with React.</li></ul>   |   |
| <b>Voijier</b> - Blockchain and Software Consultant/Developer   <a href="#">voijier.com</a>  | Hong Kong & San Francisco   Nov 2021–Sep 2022   |
| <ul style="list-style-type: none"><li>Worked as a key contributor on Voijier's exploration bash social media mobile application, actively involved in both the feature development and backend design. Collaborated closely with the team to ensure seamless user experience and efficient data management.</li><li>Led the development of the company webpage, leveraging web technologies to create an engaging online presence that effectively showcased Voijier's brand and offerings.</li><li>Provided valuable insights and expertise in the metaverse and NFT space, advising the company on strategy and actively building demos to explore potential applications and opportunities in this emerging field.</li><li>Successfully developed a versatile skill set for mobile application development, web design, and a deep understanding of emerging technologies such as the metaverse and NFTs.</li></ul> |   |
| <b>Trusted Node</b> - Intern Web3 Developer   <a href="#">trustednode.io</a>   | Kowloon, Hong Kong   Nov 2021   |
| <ul style="list-style-type: none"><li>Worked as a Frontend Developer at Frontend Liquid, a Shopify company, contributing to the development of their staking platform.</li><li>Successfully utilised Rust and Solidity programming languages to build the backend infrastructure and smart contracts for the staking platform, ensuring its robustness, security, and efficiency.</li><li>Collaborated with cross-functional teams to integrate the frontend with the backend, creating a seamless user experience and delivering a high-quality product to clients.</li></ul>   |   |
| <b>WHub</b> - Intern Web Developer   <a href="#">whub.io</a>   | Kennedy Town, Hong Kong   July 2021–Sep 2021  |
| <ul style="list-style-type: none"><li>Designed and developed <a href="#">www.whub.io/perks</a>, a platform dedicated to providing perks for entrepreneurs by entrepreneurs, showcasing curated lists of product and service deals to support startup growth.</li><li>Developed proficiency in video editing and animation using industry-standard tools such as Premiere Pro, Blender, and After Effects. Successfully created visually appealing and engaging videos, combining various elements to deliver compelling visual narratives.</li></ul>   |   |
| <b>Open Source Developer</b>   <a href="#">github.com/TheArctesian</a>   | June 2021–Present   |
| <ul style="list-style-type: none"><li>Contributed to over fifty open-source projects, including well-known ones such as Certbot, xMonad, RustWASM, Yabai, and Portmaster, which involved collaborating with diverse teams and contributing code enhancements.</li><li>Created and maintained libraries in the domains of Data Science, Svelte, and Natural Language Processing (NLP), empowering developers with efficient tools and enabling streamlined development processes.</li><li>Successfully developed and deployed various projects and applications, showcasing a diverse range of skills and expertise. These projects demonstrate my ability to conceptualise, design, and implement software solutions that meet specific business needs and deliver tangible results.</li></ul>   |   |

## Awards & Competitions

|  |                  |
|--|------------------|
| <b>SDG Hackathon</b>   | 2022, 2023       |
| <ul style="list-style-type: none"><li>Won two prestigious Global STEM X SDG competitions hosted by Microsoft in collaboration with the United Nations, showcasing dedication and expertise in addressing the UN's social development goals through STEM (Science, Technology, Engineering, and Mathematics) initiatives.</li><li>Developed innovative solutions that effectively tackled pressing global challenges aligned with the UN's sustainable development goals.</li></ul> |                  |
| <b>Ludum Dare &amp; Brackeys Game Jam</b>  | 2021, 2022, 2023 |
| <ul style="list-style-type: none"><li>Participated in multiple game jams, both individually and as part of a team, demonstrating exceptional skills in various disciplines of game development.</li></ul>  |                  |

- Created captivating 3D assets/art, developed code for gameplay mechanics, composed music, and implemented networking functionalities for three distinct games within the intense time frame of 72 hours each.

### HKU Academy for the Talented BEST CubeSat Competition

2022

- Lead a highly skilled team in designing and constructing a prototype satellite that leveraged spectroscopy, imaging, and AI technologies to detect population patterns and sources of deforestation.
- Demonstrated exceptional leadership and project management skills throughout the development process, ensuring effective collaboration and timely execution of tasks.
- Received recognition for the project's innovation and impact, resulting in the team to be awarded for our work in the field of satellite technology and environmental conservation.

## 🎯 Skills/Interests

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### 🗣️ Languages

- English (Native)
- Mandarin (Traditional and Simplified) (Fluent)
- Cantonese (Conversational)
- French & Spanish (Conversational but I mix them up)
- German, Turkish, Japanese (Elementary)

### 📄 Programming Languages:

- |        |           |            |
|--------|-----------|------------|
| ● Bash | ● Haskell | ● Python   |
| ● C    | ● HTML    | ● R        |
| ● C++  | ● Java    | ● Rust     |
| ● C#   | ● JS      | ● Solidity |
| ● CSS  | ● Lisp    | ● SQL      |
| ● Go   | ● Lua     | ● TS       |

### 🎵 Music:

- |         |               |                   |
|---------|---------------|-------------------|
| ● Bass  | ● Double Bass | ● Electric Guitar |
| ● Piano | ● Drums       | ● Ukulele         |
- Played in School jazz band and gig bands

### 🏆 Sports:

- Rugby (School & Club)
- Diving (Advanced PADI)
- Basketball (School & Club)
- Sailing (Competent Crew)
- Football (Soccer) (HS and University IM league)
- Hiking/Trekking (Kilimanjaro, Camino x2, Fuji, Rainier, TMB, Mt Blanc)

### 🔗 API:

Fast API, Django, Express.js, Flask, Go Fiber, Prisma, Rocket, Springboot

### 🎨 Creative Tools:

Adobe AE, Adobe Premiere Pro, Ardour, Bevy, Blender, Davinci Resolve, Maya, Logic

### ☁️ Cloud Platforms:

AWS, Azure, Cloudflare, Epik, GCP, Linode Vercel

### 🔧 DevOps Libraries:

Terraform, Docker, Kubernetes

### 📱 Frontend Utils:

Android, Electron, Flutter, Hugo, React, Svelte, Tailwind, Kotlin Multi Platform