

Education

University of California, Berkeley

Electrical Engineering and Computer Science B.S.

Exp. Grad. May 2020

3.55 Major GPA

Completed: Discrete Math and Probability, Data Structures, Linear Algebra, Numerical Analysis, Designing Electronic Devices

In Progress: Efficient Algorithms, Probability and Random Processes, Engineering Economics, Teaching Computer Science

Planned (Spring 2018): Convex Optimization, Machine Learning, Computer Architecture

Skills and Tools

Proficient: Python, Java, LaTeX, NumPy, Jupyter/iPython, Swing/JavaFX, Git, Pixelmator/Photoshop, Sketch 3

Familiar: Scheme, MATLAB, Pandas, C++, iOS, HTML, CSS, Javascript, node.js, socket.io, Bash, SQL

Experience

Data 8 Undergraduate Student Instructor (TA), Tutor | UC Berkeley EECS Department

Jan. 2017 – Present

- Holding weekly labs for ~30 students and office hours for introductory data science course
- Helping develop assignments, exams and video walkthroughs of exams on YouTube; posting content on personal website
- (Spring 2017) Received exceptional reviews from students in end-of-year survey as a tutor for the course

Director of Curriculum Development | Data Science for India

May 2017 – Present

- In charge of creating a curriculum from scratch to teach fundamentals of data science to high school students in India
- The curriculum, made of Jupyter notebooks and worksheets, will reach dozens of high schools and hundreds of students

CS 70 Co-Coordinator | Computer Science Mentors

Jan. 2017 – Present

- Exec in tutoring organization that serves hundreds of students per semester; in charge of creating and modifying worksheets and making sure that tutors know how to teach lessons
- (Spring 2017) Taught 2 sections of 6 students concepts in Discrete Mathematics and Probability Theory

Director of Sponsorship | Cal Hacks Foundation

Feb. 2017 – Present

- Cal Hacks previously has brought in 2000+ students for a 36 hour hackathon in Berkeley
- Currently emailing sponsors and creating media giving companies information on the event

Projects

Command Line Based Tetris | Java + Swing

"Textris" – A remake of Tetris where falling pieces are controlled by text shortcuts as opposed to arrow keys.

Graphic Design Application | Python

"iPaint" – A functional graphic design application that includes painting, text, flood-filling and image filtering algorithms.

Collaborative Piano | HTML, CSS, JS + socket.io, node.js

Allows users to play with a piano online along with their friends – everyone on the site hears the same thing.

Shades of Grey | iOS (Swift)

An app that calculates the number of unique shades of grey that are present in an image.

Lagrange Helper | Java

A tool that takes in a set of points and outputs the lowest degree interpolating polynomial formatted in LaTeX using pdflatex.

NBA Analytics | Python + Pandas

Analyzing historical NBA data to determine patterns in seeding. Also analyzing the strength of the opponents of various greats.