Abhinav Ashar

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EDUCATION

University of California – Berkeley (Class of 2021)

M.E.T. Program - EECS (Electrical Engineering & Computer Science) and Business Administration

Relevant Coursework: CS61A, CS61B, CS61C, CS70, EE16A, EE16B, Machine Learning Decal

SKILLS

Python   Java   MySQL   Backend Development   Web Scraping   Flask   Node.js

C#   Unity Game Development   AWS S3 and Domain Routing   Functional Programming

WORK EXPERIENCE

Orca – Software Engineering Intern

05/2018 – 08/2018

Orca is a web-scraping application for enterprise sales teams with LinkedIn, email, and social media integration (www.useorca.com)

- Built and edited web-crawling/scraping features using Flask, React, Nightmare.js, and Electron in the backend application to improve LinkedIn integration functionality
- Worked on authentication features between the Orca web application and desktop application
- Set up server hosting and domain routing using AWS and Cloudflare
- Used HTML, CSS, and PHP to alter the front-end design of the Orca website
- Rewrote web application and desktop application installation processes to include additional necessary JavaScript and Python packages, as well as debugging notes

Course Staff – CS 61A (Structure and Interpretation of Computer Programs) Course Tutor

01/2018 – Present

- Course Tutor for Berkeley EECS under Professors John DeNero and Dan Garcia
- Prepared lesson plans and tutoring session layout to cover the previous week's topic in CS 61A
- Taught 2 sections every week and assisted in weekly office hours to help students become proficient in Python, Scheme, and SQL

Lawrence Berkeley National Lab – Machine Learning Undergraduate Research

09/2018 – Present

- Conducting machine learning research for the Hacking Materials Research Group under Dr. Anubhav Jain
- Working on a data mining project to create a "black box" that analyzes certain material inputs against prominent features of a data set
- Used to provide more insights to researchers about the predicted nature of certain materials

Berkeley Business Society – Tech Consulting

08/2017 – Present

- Magic Leap (Project Manager) – Developed long term strategic recommendations and developed use cases for augmented reality/virtual reality based on destinations and the shared user experience
- Zillow Group (Senior Consultant) – Worked on technical ideation for integrating blockchain into main platform features
- Salesforce (Junior Consultant) – Worked on Einstein use case development based on the API for Einstein Image Processing and Natural Language Processing

PROJECTS

Unity Game: Pocket League

- Programmed a Unity application based on the popular video game, Rocket League, for single-player and multiplayer compatibility
- Created different game modes to allow the player to compete individually for fastest completion time and longest survival time, compete against a player, or collaborate with another player for the longest survival time
- Optimized board and material physics for a seamless display and realistic game environment