




# Advay Ratan

First-Year Electrical Engineering and Computer Science Major at UC Berkeley

## Contact

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## Skills

### Programming

- Proficient in C++ and Python, familiar with Java, C#, SQL
- Web development, including
  - HTML, CSS, Javascript
  - VueJS
  - Webpack
  - PHP
  - Django (Python)
  - Ruby on Rails
- App development, including
  - Flutter/Dart
  - Android Studio/Java/Kotlin
- Game development
  - HTML5 Canvas
  - Unity
- Competitive Programming
  - Graph theory, greedy algorithms, dynamic programming etc.
  - USACO Gold
- Git

### Professional

- Excel/Google Sheets
- Video/photo editing
- Basic graphic design

### Others

- Quick learner
- Meticulous
- Responsible
- Analytical
- Collaborative
- Curious

## Education

### University of California, Berkeley (Class of 2026)

- Classes: EECS 16A, CS61A, Math 53, Sociology 111AC

### Singapore American School (Class of 2022)

- GPA: 4.0 UW (Summa Cum Laude), SAT: 1600

## Work Experience

### Software Engineering Intern @ GlobeSisters

Sep 2022 - Jan 2023, GlobeSisters is an early-stage startup creating a couch-surfing platform for solo woman-identifying travelers.

- Developing app (frontend Dart/Flutter, backend Firebase) with 3 engineers.
- Translating UI/UX requirements from Figma to frontend user interface.

### Software Engineering Intern @ Nugit

Jun 2021 - July 2021, Nugit is a SAAS startup that presents client data (from various sources such as Facebook Ads) in readable, visual formats such as reports or presentations.

- Collaborated in a team of four backend engineers to create a novel data pipeline optimizing core tech for all clients using Airflow/Python.

### UC Berkeley Security Monitor

Oct 2022 - Present

- Paid on-campus job with 10 shifts a month
- Monitor entrance of residence halls and assess safety/well-being of residents.

### Time Trial Racing

Oct 2017 - Present, 2D single-player car racing game where you compete to set record laps around tracks. 6000+ users on Chrome Webstore, currently featured.

- Independently conceived game and developed car physics in Javascript/Webpack, rendered with HTML5. Currently in 7th major version.
- Acquired Managing Ruby on Rails web server hosted with Heroku.

### Freelance Web Development

Jan 2018 - Present

- Designed multiple commercial websites, including a website for my school to systematically manage a 1000 student's house points.
- Employed HTML, CSS, PHP, SQL, Javascript (Vue and JQuery) for 5+ personal and professional projects to make frontends, admin pages, and analytics.

## Extra-Curricular Activities

### Hall Association

Aug 2022-Present

- Organized general activities inside the residence hall.
- Liaised for Residence Hall Assembly, collated and represented resident's voice to bring about change in my residence hall.

### CalSol

Sep 2022 - Present

- Member of UC Berkeley solar car team on the mechanical/composites sub team.
- Working on hands-on manufacturing of aluminum/steel components and carbon fiber panels.

### SpaceLab (Member)

May 2020 - May 2021

- Selected on a team of ten people to design and build an experiment to be sent to the International Space Station by March 2021.
- Writing software to be run by the experimental module at the ISS using PBasic.