Aneesh Saba

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Objective: To obtain an internship in a collaborative environment using my relevant experience, technical expertise, and problem-solving skills to contribute to new or ongoing feature as part of a larger environment.

Education:

Bachelor of Science in Computer Science

University of California, Los Angeles	*September 2022 – June 2024 (Expected)*
University of California, Merced	*August 2021 – May 2022*
Ohlone College, Fremont CA	*Fall 2020 – June 2021*(Attended during High School)
Mission San Jose High School, Fremont CA	*Fall 2017 – June 2021*

Relevant Coursework: Algorithms and Complexity, Computer Organization, Formal Languages and Automata Theory, Logic Design of Digital Systems, Software Construction Lab, Digital Design Lab, Discrete Math

Work Experience:

Software Product Development Internship, **Heroic Robots**   *January 2023 – Present (March 2023)*
Worked on a worldwide metaverse 3D hospital simulation game created at the United Nations World Health Association
- Coded in JavaScript (JS) on the client side creating documentation and fixing various bugs
- Implemented the 3D simulation into Unreal Engine by converting the game to C++

Projects:

Cyber Survival Guide   *March 2022*
The Cyber Survival Guide is a website designed to expose the threats of cybersecurity to the general public
- Collaborated as a four-person team to sketch ideas, write down bullet points, and code the final website
- Coded in HTML/CSS and JavaScript using Glitch, a tool used to host websites
- Implemented visible Lanterns buttons using JavaScript to reflect the Lantern theme
- Constructed with a banner, a short description, and three interactable Lanterns that reveal cyber safety info
- Formed the general layout of our website using HTML; styled the text, background colors, animations using CSS

Monopoly   *March 2020 - June 2020*
- Coded in Java using Sublime Text Editor, using multiple classes with inheritance
- Implemented user input from the terminal to roll a dice or take certain actions: mortgage, trade
- Integrated most of the special spaces: Jail, Community, Luxury Tax, Chance, Free Parking, GO
- Included most of the actions: Triple rolls, Jail, Hotel rules, Mortgage, Trading, Rent
- Incorporated java interfaces and displays the board after every turn with an interactive user interface

Checkers   *November 2019 - January 2020*
- Coded in Java using Sublime Text Editor, including mandatory captures by jumping over opponent pieces
- Utilized the terminal to display board and positions of pieces with user input moving those pieces
- Used recursion to find the possible moves and inheritance with multiple classes
- Included standard rules: invalid move rule, allowing multiple kills, when king reaches other side

Snake   *October 2020 - January 2021*
- Developed with three other team members in C++ using SFML graphics to create a GUI
- Constructed with 3 different difficulties: Easy, Medium, and Hard
- Opened the Snake game in a separate, interactable window, recording the score at the top
- Included standard rules: can't hit border, hitting yourself kills, hitting apples increases size

Activities:

Member, **ACM** *Association for Computer Machinery*   *September 2021 - Present*
ACM is the center of all the Computer Related Clubs.
- Attended HackMerced (Hack-a-thon). See Cyber Survival Guide on GitHub for details on project.

Member, **SEA** *Solar Energy Association*   *September 2021 – May 2022*
SEA has educational workshops, technical outreach, and partners with other organizations like CalTeach and ENGRSL.
- Taught Python to five others in showing them how to operate drones using the Telo API
- Helping in programming the website for the club (added Instagram for the club to the website)

Leadership:

Eagle Scout, **BSA** *Boy Scouts of America*   *September 2010 - September 2020*
- Lead an Eagle Scout project, requiring leading many scouts, event coordination, and writing documentation
- Took a leadership position as a Den Chief three times, teaching large groups of Cub Scouts skills like tying rope
Gold Presidential Volunteer Service Award, *United States of America*   *June 2018*

Skills: C++, Java, Python, JavaScript, HTML/CSS, Object Oriented Programming, Complexity Analysis, Data Structures, Algorithms, Unreal Engine

Languages: English : *Native*   French : *Novice*   Hindi : *Intermediate* (Spoken)