

Gera Groshev

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Education

University of California, Berkeley | B.S. EECS | Dec 2017

Cumulative GPA: 3.8

Cosumnes River College | A.S. Electrical/Computer Engineering/Mathematics | May 2015

Technologies: C, C++, Python, Java, Swift, MIPS, LabVIEW, Scheme, SQL, HTML, CSS, jQuery, OpenMP, SSE, Vuforia

Interests: Wearable & Mobile Devices, IoT, Embedded & Autonomous Systems, Social & Collaboration Apps, CV, Swarm Robotics

Relevant Courses

Spring 2017: Operating Systems, Communication Networks and the Internet, Database Systems

In Progress: Artificial Intelligence, iOS Development, Embedded Systems, Signals and Systems

Completed: Designing Information Devices and Systems I&II, Data Structures, Machine Structures, IEEE Micromouse Robotics, Discrete Mathematics and Probability Theory, Structure and Interpretation of Computer Programs

Select Projects

Smart Stylus Gesture Control – In Progress

- Implementing a gesture recognition system using Nintendo WiiMote. Sampled data is classified as gestures

Pacman Agent AI – In Progress

- Developing an AI to control autonomous agents in a Pacman world

Rndr – Cal Hacks 3.0 - UC Berkeley – November 2016

- Rndr is an AR social network where the augmented world is one big social media post
- Implemented the iOS front end using Swift and helped integrate the Unity3D Vuforia scene with Swift
- Front end technologies: Swift, Objective-C, and APIs including Google Maps, Vuforia, and Unity

Voice Controlled Robotic Vehicle – UC Berkeley – March 2016 – May 2016

- Designed and implemented a small speech controlled mechatronic vehicle
- Implemented speech recognition using machine learning and training techniques
- Implemented the controller using state space and linear feedback modeling

Bear Maps Raster and Route AI – UC Berkeley – April 2016

- Used a quadtree for map rastering and used lazy loading to load high resolution map tiles in response to zoom
- Parsed the OSM XML copy of OpenStreetMap database and implemented the AI to find shortest route

Text Editor – UC Berkeley – February 2016 – March 2016

- Implemented a combination of data structures for efficient text buffering, rendering, cursor movements, insertion and deletion, undo and redo operations, and scrolling
- Used JavaFX API for the GUI, positioning of text objects, and file processing

Experience

Lab Assistant for Data Structures (CS 61B) – UC Berkeley – May 2016 - August 2016

- Provided guidance to students taking the Data Structures course at UC Berkeley

Principle Course Designer – Sacramento, CA – May 2016 - August 2016

- Organized and wrote material and mini projects for an introduction to C, Arduino, and electrical circuits and applications in module format for self-learning to prepare future SMUD Solar Regatta Competitors
- Ideas included: C programming for Arduino, basic circuit analysis, switches and relays, circuit design
- Mini projects included: Algorithm for a password controlled locking device and stepper motor controller

Lithium Battery Undergraduate Research – Tennessee Tech University – June 2015 - August 2015

- Researched current Li-based technologies and their energy characteristics as well as their safety

Team Lead for SMUD Solar Regatta – Sacramento, CA – November 2014 – May 2015

- Awards:** Judge's Choice, Best Technical, Best Design, Most Artistic, Best Video
- Led the electrical and controls design team in the design of a solar powered boat for a solar regatta competition.
- Designed an autonomous sun tracking device and algorithm. Used Arduino microcontroller, motors, and sensors.

Accomplishments

- SMUD Solar Regatta:** Judge's Choice, Best Technical, Best Design, Most Artistic, Best Video
- Solar Powered Trash Compactor:** Excellence in Engineering Award, Best Energy Award, Top 3 in Engineering, \$5000 grant
- MESA Scholarship** **President's Volunteer Service Award** **Best Video Game**
- MTHS Industrial Technology Departmental Award** **MTHS Design and Technology Academy Scholarship**