Gera Groshev

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EDUCATION -

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

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

Languages & Frameworks: C, C++, Python, Java, MIPS Assembly, Scheme, SQL, LabVIEW, Swift, OpenMP, SSE, HTML, CSS, jQuery **Interests**: Internet of Things, Embedded and Autonomous Systems, Wearable Devices, Swarm Robotics, Computer Vision

Cumulative GPA: 3.8

Relevant Courses -

Spring 2017: Operating Systems, Digital Signal Processing

In Progress: Aritifical 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

Pacman Agent AI - UC Berkeley - In Progress

• Used AI techniques to allow the Pacman agent to find paths through his maze world to reach a particular location and to collect food efficiently. More AI features soon to be implemented, taking enemies into consideration.

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

- Built a small mechatronic car capable of recognizing and reacting to voice commands
- Applied Machine Learning algorithms and Data Science techniques for speech recognition
- Designed and 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 AI to find shortest route

Text Editor - UC Berkeley - February 2016 - March 2016

- Designed and 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

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 and implemented the electrical circuit for the control panel, which
 included a 24VDC motor, variable speed control, voltage and current meter, solar charge controller, various switches,
 and voltage converter for the electronics
- Designed an autonomous sun tracking device and its algorithm using the Arduino microcontroller, stepper motors, and photo resistors

Experience

Lab Assistant for Data Structures (CS61B) - 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 electrical circuits and applications in module format for selflearning to prepare future SMUD Solar Regatta Competitors
- Ideas included: C++ programming for Arduino, basic circuit analysis, switches and relays, circuit design
- Composed mini projects including: Algorithm for a password controlled locking device, AC to DC power supply, stepper motor controller

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

- Worked with faculty to discover the potential of current Li-based technologies
- Formulated chemical compositions for the electrodes of Li-S batteries
- Performed cycle testing, material analysis using x-ray diffraction, assessed limitations, and reported and presented discoveries at several events

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