

Gera Groshev

Berkeley, CA • 916-533-5164 • groshev@berkeley.edu • github.com/GeraG • linkedin.com/in/geragroshev

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, MIPS, Swift, LabVIEW, ARM ISA, Scheme, SQL, HTML, CSS, jQuery, OpenCV, OpenMP, SSE

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

Relevant Courses

Spring 2017: Operating Systems, Communication Networks, Digital Signal Processing

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

Bounce – In Progress

- Working on developing a social app for a community that I'm still co-founding in the Sacramento, CA area to connect skilled innovators who are looking to bounce around (share/collab) their ideas, skills, and networks.

Pacman Agent AI – In Progress

- Developing an AI to control autonomous agents in a Pacman world using adversarial search, probabilistic inference, and reinforcement learning.

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 algorithms 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

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**