Gera Groshev

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Education

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

Cumulative GPA: 3.6

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

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

Relevant Courses -

- Operating Systems
- Embedded Systems
- Artificial Intelligence
- Machine Structures
- Discrete Mathematics and Probability Theory
- Database Systems
- Data Structures
- Signals and Systems
- Designing Information Devices and Systems I&II
- IEEE Micromouse Robotics

Experience -

Software Engineering Intern - Qualcomm - San Diego, CA

May 2017 - Aug 2017

- Project 1: Unity Snapdragon VR app showing colored spinning rings, which was used for testing
- Project 2: Worked with Tango/VR team to display textures created by their API via WiFi display. This involved reading OpenGL textures and communicating with WiFi display code included as part of the Android build
- Implemented at the system level which will have a future impact on millions of Qualcomm VR enabled Android devices

Teaching Assistant for iOS Development – UC Berkeley

Jan 2017 - May 2017

- Acted as a project mentor and taught concepts and best practices for the Swift language
- · Coordinated and aided in running iOS development labs, held office hours, and graded assignments

Principle Course Designer - Sacramento, CA

May 2016 - Aug 2016

- Co-founded a college engineering club that challenges students by signing them up for competitions
- Organized and wrote material and mini-projects to introduce C, Arduino, and electrical circuits

Team Lead for SMUD Solar Regatta - Sacramento, CA

Nov 2014 - May 2015

- Achieved 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

Select Projects

Pet Detective - TreeHacks 2017 - Stanford - Google Cloud Vision, Python, HTML, CSS, JavaScript

Feb 2017

- 1st Place Winner, Best Use of Google App Engine
- Pet Detective is a chatbot service and analytics platform that uses computer vision to help locate lost pets

Air Doodle - Gesture Recognition Toolkit (GRT) for Deep Learning, Python, C++

Oct 2016 - Dec 2016

- Glove device classified gestures as characters. Raspberry Pi, Arduino, and LED matrix to display the characters
- Used 9 axis sensor, sensor fusion library, and open source gesture recognition toolkit for ML to train on samples

RNDR – Cal Hacks 3.0 - UC Berkeley – Swift, Objective-C, Vuforia, Unity, Google Maps API

Nov 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

Voice Controlled Robotic Vehicle - iPython, MSP430 Microcontroller

Mar 2016 - May 2016

- Implemented a robotic car capable of recognizing and reacting to natural language commands
- Implemented speech recognition using SVD and PCA linear algebra techniques

Text Editor - Java, JavaFX API

Feb 2016 - Mar 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 for GUI, positioning text, and file processing

Accomplishments

- TreeHacks 2017: 1st Place Winner, Best Use of Google App Engine
- SMUD Solar Regatta: Judge's Choice, Best Technical, Best Design, Most Artistic, Best Video
- Solar Powered Trash Compactor: \$5000 grant, Excellence in Engineering, Best Energy Award, Top 3 in Engineering
- MTHS Industrial Technology Departmental Award
- MTHS Design and Technology Academy Scholarship

- MESA Scholarship
- Best Video Game
- President's Volunteer Service Award