

HARNOOR DHILLON

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EDUCATION

The University of California, Berkeley

Expected Graduation: Spring 2025

B.A. in Computer Science, B.A. in Data Science

Relevant Coursework:

- CS61A (Structure/Interpretation of Computer Systems)
 - CS61B (Data Structures/Algorithms)
 - CS70 (Discrete Math/Probability Theory)
 - Math 54 (Linear Algebra/Differential Equations)
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SKILLS & OTHER

- **Technical Stack:** Python, Java, Javascript, HTML/CSS, SQL, Scheme, C
 - **Languages:** English, Spanish, Punjabi, Japanese
 - **Hobbies/Interests:** Travel, Football, Skiing, Card games, Video games
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WORK EXPERIENCE

GamesCrafters

Berkeley, CA

Undergraduate Researcher

August 2022 – Present

- Worked under Prof. Dan Garcia.
- Applied methods of Computational Game Theory to strongly solve strategy games.
- Used Python and C to develop autonomous opponents in abstract strategy games.
- Utilized Visual Value History to keep track of game trees.
- Created/improved GUI's (Graphical user Interface) for games.

UC Berkeley Electrical Engineering & Computer Sciences Department

Berkeley, CA

Academic Intern CS61A

January 2023 – Present

- Worked under Prof. John Denero.
 - Worked alongside other interns and course staff to teach CS fundamentals to a class of ~2000 students.
 - Content: Higher-Order Functions, Recursion, Data Abstraction, Trees, Linked Lists, Object-Oriented Programming, and Efficiency.
 - Languages Taught: Python, SQL, and Scheme.
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PROJECTS

Ants Vs Bees Game

- Using Python, I created a tower defense game based on Plants Vs Zombies where various types of ants are placed in lanes to protect against incoming bees.

Scheme Interpreter

- Created an interpreter for a small subset of the Scheme language using Python.
- Consisted of 3 parts: the Evaluator, Procedures, Special Forms.
 - Evaluator: Developed symbol evaluation, calling built-in functions, definitions
 - Procedures: Created Lambda (lambda...), Named (define (...) ...), and Mu (mu...) procedures.
 - Special Forms: Implemented and, or, let, cond for the Scheme language.