

Hirsch Chheda

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EDUCATION

University of California, Riverside | Riverside, CA

B.S. in Computer Engineering | GPA: 3.7/4.0

2021-2025

Relevant Courses: Data Structures, Natural Language Processing, Algorithms & Analysis, AI, Machine Learning, Web Dev

PROFESSIONAL EXPERIENCE

Intern | Kyobee | Remote

Summer 2024

- Collaborated in a team that utilized advanced automation tools to overhaul a critical database, enhancing the accuracy of 94,000 entries by 95% and boosting query performance by 30%.
- Developed automation scripts to streamline data entry processes, decreasing manual data entry errors by 40%.
- Conducted tests and debugged automation scripts to ensure reliable performance and seamless integration with existing systems.

Software Engineer Intern | First American | Santa Ana, CA

Summer 2023

- Invested over 200 hours in mastering **JavaScript**, resulting in the development of dynamic, responsive web applications that improved user engagement by 30% and significantly enhanced the client-side experience.
- Developed and maintained over 120 unit and integration tests for the WireLink UI, directly contributing to a 20% improvement in system reliability and supporting daily transaction volumes exceeding \$5 million.
- Gained proficiency in API lifecycle management, from design to deployment, which streamlined data interactions between server and client-side frameworks, decreasing latency by 40%.
- Utilized **Cypress** to automate regression and smoke testing suites, which minimized pre-release bugs by 60% and reduced downtime related to transaction errors, ensuring higher availability and reliability of financial services.

Lab Assistant | University Of California-Riverside, Center For Environmental Research And Technology | Riverside, CA

May 2023 - March 2024

- Actively engaged in groundbreaking research initiatives that focused on innovating vehicle technologies to enhance fuel efficiency and reduce emissions. These projects led to the development of prototypes that demonstrated a potential reduction in carbon emissions by up to 20% in preliminary tests.
- Managed the calibration, maintenance, and installing of the OSAR (Onboard Sensing, Analysis and Reporting) testing apparatus resulting in improved data precision by 30% and operational efficiency by 25%.

PROJECTS

IKEA Rogue-Like game | Personal Project

- Collaborated with a team of 5 others and developed a game where the main character is stuck in an IKEA and has to escape while fighting off pieces of furniture. We built this using **GoDot**, an open-source game engine using **Python**.
- Created the player movement/dash mechanism, game sounds, and room designs.

Enviroptimize | CutieHack Hackathon

- Collaborated with 2 others and developed an app where you could take a picture of your fridge and it would be able to identify foods using ML and match it with their sustainability score. Then it gives the user recommendations to reduce waste and overall carbon footprint by up to 85%. We did this mainly using **Core-ML** and **Swift**.
- Created an ML algorithm using 10,000 images as reference points to recognize food items, achieving an identification accuracy of 85%.

TECHNICAL SKILLS

Programming Languages: C++(Advanced), Python(Advanced), Java(Intermediate), Javascript(Intermediate), SQL(Intermediate)

Software Tools: React, Godot, Figma, Autodesk Inventor, Cypress