NISHIT DUBEY

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Objective

- As a computer science student, I am enthusiastic about exploring the latest developments in machine learning and artificial intelligence. My goal is to strengthen my skills to aid in research within this field and leverage creativity to contribute meaningful solutions.

Skills Summary

- **Programming Proficiency:**
  - Expertise in Python, Java, and C/C++ languages.
  - Proficient in Linux environments, demonstrating adeptness in system navigation, command-line operations, and software configuration
  - Strong command of version control systems and Integrated Development Environments (IDEs).
  - Proficient in data analysis, object-oriented programming (OOP), and application of machine learning frameworks and deep learning concepts.
- **Communication and Collaboration Skills:**
  - Proven ability in team collaboration and coordination, fostering a cohesive working environment.
  - Demonstrated leadership qualities and adaptability in dynamic project settings.
- **Logical Reasoning and Problem-Solving:**
  - Strong critical thinking skills applied to complex problem-solving scenarios.
  - Proficient in algorithmic thinking, ensuring efficient and optimized solutions.
  - Applied linear algebra and mathematical concepts in practical applications.
- **Known Languages**
  - English, French, and Hindi

Education

UC Santa Cruz • Computer Science • Graduation Date: 06/2025

- GPA: 4.0

Experience

Student • 06/2022 – Cont.

- Developed proficiency in fundamental data structures and algorithms, optimizing code efficiency.
- Explored ethical dimensions of software development, prioritizing responsible coding practices.
- Studied foundational design principles for effective problem-solving, emphasizing user-centered design.

- Distinguished coursework in Machine Learning and Artificial Intelligence, delving into topics such as supervised and unsupervised learning, neural networks, and natural language processing.
- Developed expertise in designing and implementing end-to-end learning pipelines for machine learning projects.
- In-depth study of computer architecture principles, including CPU design, memory systems, and parallel computing.
- Acquired practical skills in implementing machine learning algorithms and models using popular frameworks such as TensorFlow and PyTorch.

Project Director • Neon Navigator • 01/2023 – 05/2023

- Developed a 2.5D platformer utilizing Unity. This game involved the creation of neon paths to traverse puzzles and side-scrolling levels that tested a player's reflexes and ingenuity to finish levels.
- Learned and Adapted to new technologies within Unity. Involved adapting and changing graphics frameworks and applying new tools to allow project vision to come to reality.
- Orchestrated the project vision, outlining clear goals and milestones for the team to achieve. Delegated tasks and goals appropriate to skill levels ensuring effective contribution to the development of the game.
- Participated in team development and mentorship.
- Implemented effective communication and collaboration strategies to balance goals, while ensuring an environment that promoted creativity from all members.

Math Tutor • Independent • 05/2019 – Cont.

- Organized multiple lessons catered to students.
- Developed critical arithmetic skills to hone student's foundations.
- Helped in delivering consistently high scores.

Assistant to the Manager • Kumon • 06/2022 – 12/2022

- Assisted with organizing educational and classroom materials.
- Managed and created Excel sheets to handle inventory and finances.

Awards and Acknowledgements

Peter J. Pitassi Design Scholarship

Continuous Recipient of Dean's and President's list for excellent coursework

SAT Score: 1520 (Math: 800/800)