Mehul Gandhi

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OBJECTIVE

I am seeking the role of a Software Engineer that will challenge me to push my boundaries and enhance my technical and communication skills while allowing me to contribute towards the growth of the company.

EDUCATION

University of California, Berkeley Expect Grad. May 2024
B.A Computer Science Berkeley, CA

RELEVANT COURSEWORKS

- Structure and Interpretation of Computer Programs
- Discrete Mathematics and Probability Theory
- Machine Structures
- Data Structures and Programming Methodology
- Principles and Techniques of Data Science
- Computer Security

TECHNICAL SKILLS

Languages: Python, Java, C, SQL (PostgreSQL), x86 Assembly Language, HTML/CSS, JavaScript, React.js, Node.js
Tools/Frameworks: Git, NumPy, Pandas, Jupyter, Heroku

LEADERSHIP AND EXTRACIRRCULAR ACTIVITIES

INSTITUTE OF ELECTRICAL AND ELECTRONICS ENGINEERING

ACTIVITIES DIRECTOR May 2022-Present

- Plan biweekly social events for the IEEE and EECS community of 150+ members and host collaborative events with other engineering clubs

ACTIVITIES OFFICER January 2022-May 2022

- Organized and planned biweekly social activities to provide social support for the IEEE and EECS community

EECS DEPARTMENT

CS10 COURSE READER August 2022-Present

- Grade and provide feedback for homework, project assignments, and exams for 250+ undergraduate students
- Tutor and mentor students with limited computer science exposure through office hours, online forums, review sessions, and supplemental material to help build intuition for algorithmic thinking

CS10 ACADEMIC INTERN January 2022-Present

- Support biweekly lab sections of 30+ undergraduate students to help with lab assignments and to reinforce course material (e.g., trees, recursion, asymptotic analysis, OOP, etc.)
- Develop new lab assignments using Git and HTML/CSS, and program autograder test cases

PROJECTS

DISCORD BOT January 2022- March 2022
Personal Project

- Programmed a discord bot using Python, asynchronous programming, object-oriented programming, and PostgreSQL to create user interactive games, which utilizes several APIs from sites such as YouTube and Google Images
- Automatically deployed the bot using Heroku and GitHub

NUMC August 2022
CS61C: Machine Structures – UC Berkeley

- Programmed a simple version of NumPy for a Python-C interface
- Incorporated vectorization with SIMD instructions, OpenMP to parallelize loops, cache blocking, squared exponentiation, and manual loop unrolling for performance speedup on complex matrix operations

CS61CPU July 2022
CS61C: Machine Structures – UC Berkeley

- Created a 32-bit, 2-stage pipelined RISC-V CPU in Logisim that handles 40 different RISC-V instructions
- Tested the CPU with assembly language files

GITLET November 2021
CS61B: Data Structures – UC Berkeley

- Built a version control system in Java that mimics some of the basic features of Git such as add, commit, remote push, remote pull, merge, checkout

JUMPING CUBE October 2021
CS61B: Data Structures – UC Berkeley

- Created the Jumping Cube board game in Java
- Implemented an AI that uses the minimax algorithm and alpha-beta pruning with a heuristic to defeat the human player