Nik Bisht

2721 Channing St, Berkeley, California 94704 United States
(949) 705-7389 | nbisht@berkeley.edu | http://nikbisht.com

EDUCATION

University of California, Berkeley — Berkeley, CA
BS, Electrical Engineering and Computer Science ***GPA: 3.46*** — August 2013 - Present

Irvine Valley College — Irvine, CA
Associate of Arts, Social and Behavioral Sciences ***GPA: 3.94*** — January 2010 - June 2013

EXPERIENCE

Berkeley EECS Department — Berkeley, CA
Lab Assistant/Developer — August 2014 - Present

- Edited images and instructions to make labs easier to follow.
- Answered questions of students trying to grasp the material.
- Helped host homeowrk parties and workshops to cement understanding of material.

Ellison Education — Lake Forest, CA
Product Developer — Summer 2014

- Consistently met deadlines and requirements for all production work orders.
- Managed creative projects from concept to completion.
- Contacted customers by phone and email in response to inquiries.
- Used Adobe Illustrator to create new products based off hand-made designs.
- Created product images through Adobe Photoshop to be used on webstore.

SKILLS

- **OS:** Windows, OS X, Linux Ubuntu
- **Languages:** Java (Expert), Swift (Proficient), Python (Proficient), HTML5/CSS (Proficient), Objective-C (Prior Experience), Scheme (Prior Experience), Javascript (Prior Experience)

PROJECTS

- **Novella Bridal App (iOS)** - Developed a simple, single page interface for Novella Bridal customers to access information regarding their bridal dresses.
- **Graph API** - Created a Java based Graph package. Used to implement a Trip Finder client which, givena Map of roads, locations and their coordinates, would give the fastest path and route between any two locations.
  2048 Game - Recreated Gabriele Cirulli's pop hit game in Java.
- **MiniQuery** - Implemented a table-based DBMS with a simple query language with exportable and importable .db files.
- **Jump61 Game** - Implemented a version of the KJumpingCube game, a turn-based strategy game involving a variable game board. Also created AI with varying difficulty, looking up to 8 moves ahead quickly.
- **Twitter Parser** - Takes large datasets of Tweets, parses the Tweet and uses the geographic location to associate states' average happiness with their users' Tweets.
- **Scheme Interpreter** - Engineered a fully functional Python based Scheme Interpreter.
- Chatbot - Programmed a simple chatbot using Chatscript.
- **Geocode Algorithm** - With Physicians, Scientists & Engineers for Healthy Energy, applied strategies learned in class to geocode locations of gas-powered plants to find efficient methods of storing energy with environmental justice in mind.