Nik Bisht

2721 Channing Way, Berkeley, California 94704 United States
(949) 705-7389 | nbisht@berkeley.edu

EDUCATION

University of California, Berkeley
*BS, Electrical Engineering and Computer Science **GPA: 3.40***

Berkeley, CA
August 2013 - May 2016

Irvine Valley College
*Associate of Arts, Social and Behavioral Sciences **GPA: 3.94***

Irvine, CA
January 2010 - June 2013

EXPERIENCE

Ellison Education
Product Developer

Lake Forest, CA
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.

PROJECTS

- Recreated and enhanced the popular simulation game Zoo Tycoon
- Engineered a data mining program and transformed data acquired into useable graphs
- Programmed a chatbot and engineered various difficulties of AI in games.
- 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.

SKILLS

- OS: Windows, OS X, Linux Ubuntu
- LANGUAGES: Java, Python, Scheme, Chatscript, HTML/CSS, Logic
- Fluent in English, Spanish and Hindi

RELEVANT COURSEWORK

CS 10: Introduction to CS
- Made a simple Hangman game with intricate AI's to esure differing difficulties.
- Worked with Finch Robots to associate software with hardware.
- Implemented MapReduce programs to work with large datasets regarding happiness in the Middle East.

CS 61A: The Structure and Interpretation of Computer Programs

- Implemented a game involving rolling dice and created an algorithm for the best probability of winning.
- Worked with large Twitter "tweet" datasets to associate states' average happiness based on their users' tweets.
- Created a functional Scheme interpreter in Python.

CS 61B: Data Structures and Advanced Programming
- Recreated Gabriele Cirulli's pop hit game 2048.

LEADERSHIP

Scholarship Chair
The Delta Chi Fraternity
- Solely and completely digitized the test bank of old publicized tests from all classes of the members in the fraternity.
- Held study hours to maintain highest average GPA on campus of any fraternity.