Sanya Srivastava

Diligent, enthusiastic Computer Science student, passionate for Mathematics.

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EDUCATION

University of California Santa Cruz, Santa Cruz, CA - ***B.S. in CS***
September 2019 - Present (Expected Graduation: May 2023)
Current G.P.A. - 3.77/4.0

Received Dean's Honor Award for
Fall 2019, Winter 2020, and Spring 2020

STEM Courses Taken:

MATH	**Computer Science(CSE)**
MATH 16 Discrete Math	CSE 20, 30 - Python
MATH 19A, 19B Engineering Calculus	CSE12/L | Assembly Language
MATH 21 Linear Algebra	CSE 13E/L | Embedded Systems & C
MATH 23A Vector Calculus	CSE 101 | Data Structures, Algorithms
STAT 131 Probability Theory	CSE 102 | Analysis of Algorithms
	CSE 142 | Machine Learning
	Data Analysis
	ASTR 8 (Exploring the Universe with Astronomical Data) - In progress

Maharshi Patanjali Vidya Mandir, Prayagraj, India
11th - 12th Grade (2017 - 2019)
Percentage - 89.4 %

St. Mary's Convent Inter College, Prayagraj, India
9th - 10th Grade (2015 - 2017)
Percentage - 92.6 %

PROJECTS

- **Built a Battleship Game on a microcontroller PIC 32** *(Jun 2020)*
  - Developed A.I. component supporting both single & multiplayer modes

  Technology Used: C, PIC32 (microcontroller), PicKit3 (programmer and debugger), MPLABX, CoolTerm
- **Built a Toaster/Oven State Machine on microcontroller PIC32** *(Jun 2020)*
  - Built a state machine with three modes: Bake, Broil, and Toast. OLED display on PIC32 was used for representing the settings of the state machine. LED display used to show remaining time in oven operations.

  Technology Used: C, PIC32 (microcontroller), PicKit3 (programmer and debugger), MPLABX, CoolTerm
- **Built circuits for basic microprocessor on a virtual platform** *(Jan 2020)*
  - Designed an ALU to do bitwise left operation.
  - Built Circuits for executing the basic operations on registers.

  Technology Used: Multimedia Logic, Wine
- **To find the Probability Curve for predicting the prices of cryptocurrency (Bitcoins)** *(Jan 2020)*
  - Used Machine learning (linear regression) to predict the prices of cryptocurrency.

  Technology Used: Python
- **Developed a multiplayer monster fight game** *(Sept 2019 - Dec 2019)*
  - The users could form a team of differently attributed monsters and fight turn by turn, the user with maximum remaining points wins.

  Technology Used: Python

SKILLS

- Programming Languages:
  Python, C, C++
  Assembly Language
- Machine Learning:
  Linear Regression,
  classification, Numpy Library
- Mathematics:
  Calculus, Linear Algebra,
  Discrete Math, Vector Calculus,
  Probability and Statistics
- Versioning: Git/Git Lab
- IDE: PyCharm, MPLABX, Eclipse
- Operating System: Mac OSX, Linux

AWARDS

- Dean's Honor Award: Fall 2019, Winter 2020, Spring 2020
- Bronze Medal in the Indian International Model of United Nations as the Delegate of Germany (2018)
- Best in Science Award (2016)

WORK EXPERIENCE

Tutor, Learning Support Services - University of California Santa Cruz

- **CSE 20 - Python**

(Jan 2021 - March 2021)

- **Math 2 - College Algebra For Calculus**

(Sept. 2020 - Dec. 2020)

Responsibilities -

Held group and individual tutoring sessions.

Worked closely with the teaching team of the courses to design the course policies and teaching/learning methods that would be beneficial for all students.