Vaibhav Satish
Vaibhavsatish21@hotmail.com
425-326-6246
LinkedIn: linkedin.com/in/vaibhav-satish-796979278

24329 NE 8th Pl
Sammamish, WA 98074

Education
UNIVERSITY OF CALIFORNIA AT IRVINE | August 2024 - Present
BACHELOR OF SCIENCE IN COMPUTER SCIENCE   **GPA:** 3.741/4.0

Technical Skills: Python, Java, C++, HTML/CSS, SQL.

RELEVANT COMPLETED COURSES: Advanced Python Programming with Libraries, Calculus II, Intermediate Python Programming with Libraries, Boolean Algebra and Discrete Mathematics, Statistics for Computer Scientists. Programming with C++, Discrete Structures.
AWARDS: University of California at Irvine Dean's Honors List.

Experiences
Developer/Researcher
Antartqic Med, University of California at Irvine | September 2024 - Present
- Designed cognitive games to aid patients with Dementia and Alzheimer's.
- Collected and leveraged gameplay data to train AI models for early disease prediction.

Student Researcher
Stanford University, **University of California, San Diego Extended Studies | May 2023 - November 2023**
- Analysis of AI models' accuracy in predicting NFL players' injury severity.
- Collaboration with Stanford graduate researcher, Hamza El Boudali.
- Evaluation of AI performance using Softmax Regression and Neural Networks.
- Development of conclusions into a strong research document.

Inspirit AI Scholars Research Program | June 2023 - August 2023
- Explored AI and Machine Learning subfields—including NLP and Computer Vision—with Georgia Tech researcher, Soham Sinha.
- Collaborated with Cornell researcher, Seonghee Lee and a team of six to develop AI models for detecting distracted driving and reducing its negative impact.

Developer
First Robotics, Programmer with Team 1294: Pack of Parts | June 2023 - June 2024
- Created an autonomous robot orientation system using Machine Vision and AI, enabling the robot to self-align with game pieces.
- Programmed the game piece launching system.
- **Achievements:** 1st place at the PNW District Sammamish Event, Gracious Professionalism Award, Qualification for the Pacific Northwest FIRST District Championship, new team records, and new highest ranking in team history.

Projects
- Mage Runner - University of California Video Game Development Club.
- Created and implemented player weapon system, including projectiles and damage to enemies from projectiles.
- Used Unity and C# to bring the game to life and to create designs and objects for the weapon and the projectiles.