

Shekar Ramamoorthy
970 Dionne Way, San Jose, CA 95133
(408) 893-0163 • shekar111213@gmail.com

EDUCATION

University of California Berkeley, Berkeley, CA

August 2020 - December 2023

Data Science, Computer Science Double Major

Relevant Courses: Intro to Python and Object Oriented Programming, Linear Algebra, Differential Equations, Discrete Mathematics, Foundations of Data Science, Data Structures, Principles and Techniques of Data Science, Probability for Data Science, Human Contexts and Ethics of Data Science, Designing Information Devices and Systems I and II

Current GPA: 3.74

TECHNICAL SKILLS

- *Languages:* Java, Python, SQL, JavaScript, Scheme
- *Tools & Libraries:* MatLab, Pandas, NumPy, Excel, Git

WORK EXPERIENCE

Code Ninjas, San Jose, CA

June 2021 - August 2021

- Instructed summer camps that taught kids skills in coding using programming languages such as Scratch.
- Modified lesson plans for summer camps.

PROJECTS

Modeling on COVID-19

- Did exploratory data analysis on COVID-19. Had datasets for case rates, vaccination rates, mask usage, county political affiliations.
- Built a linear model that predicted case rates based on previous days case rates, vaccination rates, mask usage, and county political affiliations.
- Built a logistical regression model that predicted county affiliation based on case rates, vaccination rates, and mask usage.
- Performed AB Testing to see if the distribution of case rates were the same for Republican and non-Republican counties.

Enigma Machine

- Written in Java and implemented the alphabet and permutations of the machine then the rotors.
- Used scanner inputs, to read configurations and inputs to the enigma machine.

Typing Game

- Similar to typeracer, measures typing speed and accuracy of typed words
- Implemented in Python and included an autocorrect feature.

2020 U.S. Election Analysis

- Tested on five polls, including Quinnipiac, USA Today, and Rasmussen
- Performed a hypothesis test for each poll based on results of the 2020 election.

Basic Version Control Software

- Used concepts of files and persistence to store all necessary data.
- Implemented commands, many taking inspiration from commands in real Git such as init, add, commit, checkout, log, status, branch, and merge.

Jump(Board Game)

- Implemented the game logic and a depth 4 A.I. for the game
- Implemented a G.U.I that displays the board