# Gautam Mittal

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## EDUCATION

### UC BERKELEY
B.S. Electrical Engineering & Computer Science (EECS)
Expected May 2022 | Berkeley, CA
Regents' and Chancellor's Scholar

### GUNN HIGH SCHOOL
GPA: 4.35/4.0
May 2018 | Palo Alto, CA
CS Club (President), TEDx (President), Tri-M Music Honor Society (President), GunnHacks (Lead Organizer), APCS Teaching Assistant, Jazz Ensemble, Wind Ensemble, Track & XC

## SKILLS

### LANGUAGES
Python • JavaScript • Swift • Java
Scheme • Objective-C

### TOOLS
Keras • TensorFlow • NumPy • HTML
CSS • jQuery • Node • Flask • Express
SpriteKit • UIKit • Processing • Chrome Headless • AWS • UNIX • Git • Emacs

## LINKS

GitHub: github.com/gmittal
LinkedIn: linkedin.com/in/mittalgautam
Portfolio: gautammittal.com

## COURSEWORK

### UNDERGRADUATE
CS61A: Structure and Interpretation of Computer Programs
EE16A: Designing Information Devices and Systems I
MATH53: Multivariable Calculus

### HIGH SCHOOL
AP CS with Data Structures
AP Calculus BC
AP Physics C: Electricity & Magnetism
Linear Algebra & Discrete Math
Applied Mathematics

## EXPERIENCE

### TOTALITYHACKS | Organizer & Software Engineer
November 2017 – July 2018 | Stanford, CA
- Built application-reading software with JavaScript, HTML, CSS and event website for collegiate hackathon in NYC.
- Implemented web-scraping pipelines and mail scripts with Python, Chrome Headless, and pandas to automate sponsor acquisition.
- Planned technical workshop sessions and designed systems to catalyze logistical processes.

### EDMODO | Research Intern
June 2017 – August 2017 | San Mateo, CA
- Designed ML pipelines with Python, TensorFlow, NLTK, and pandas to recommend user-generated content (such as topic-based questions) for AskMo, Edmodo's content-driven curiosity engine.
- Compiled datasets for training deep neural network models, and built scripts to classify and preprocess over 500K+ questions from educational social network.
- Supervised by Dr. Hannes Marais, CTO of AI.

### MAKE SCHOOL (YC W12) | Game Development Intern
Summer 2012 & Summer 2013 | Palo Alto, CA
- Developed iOS games using Objective-C and cocos2d in studio setting.
- Designed and built "Bison Run" & "Blend" (published to App Store)
- Featured in articles by SF Chronicle, Knowledge@Wharton, PA Weekly
- 2nd Place for Game Excellence at MGWU Demo Day

## PROJECTS

### COPILOT | Anonymous Online Peer-to-Peer Counseling Platform
June 2016 - June 2018 | Node, Firebase, JavaScript
- Open-source full-stack web application for mental health counseling. Source: github.com/projectcopilot
- Managed engineering staff, school-based liaisons, platform volunteers, and legal discussions with local and national mental health advocates.

### JAZZML | Real-time Computer Jazz Improvisation
Summer 2016 | Python, TensorFlow, FluidSynth
- Signal processing (FFT) and RNN to generate solos with accompanist.

### KENKO | Computer Vision-based Mobile Nutrition Assistant
September 2015 | Top 10 at PennApps XII | Node, Objective-C
- App that uses CV to determine nutritional content of food from a picture.

## AWARDS

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|---|---|---|
| 2018 | top 200/8500 | UC Berkeley Regents' and Chancellor's Scholarship |
| 2018 | top 2/480 | Gunn High School Outstanding Student in CS |
| 2016 | International | 2016 MIT Zero Robotics Challenge ISS Finalist |
| 2016 | Regional | 3rd Place for Congressional App Challenge (CA-18) |
| 2015 | International | Top 10 & Best Cloud App at PennApps XII Hackathon |
| 2015 | International | Apple WWDC Scholarship |
| 2015 | International | Top 10 at MHacks V Hackathon |