

# Gautam Mittal

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## EDUCATION

### UC BERKELEY

B.S. Electrical Engineering & Computer Science (EECS)  
Expected May 2021 | Berkeley, CA  
GPA: 3.75 / 4.0  
Regents' and Chancellor's Scholar

### GUNN HIGH SCHOOL

May 2018 | Palo Alto, CA  
GPA: 4.35 / 4.0  
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 • SQL • 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](https://github.com/gmittal)  
LinkedIn: [linkedin.com/in/mittalgautam](https://www.linkedin.com/in/mittalgautam)  
Portfolio: [gautammittal.com](https://gautammittal.com)

## COURSEWORK

### UNDERGRADUATE

CS61A: Structure and Interpretation of Computer Programs  
CS61B: Data Structures  
EE16A: Designing Information Devices and Systems I  
EE16B: Designing Information Devices and Systems II  
MATH53: Multivariable Calculus  
PHYSICS7B: Heat, Electricity, Magnetism

### HIGH SCHOOL

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

## EXPERIENCE

### 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

### TOTALITYHACKS | Organizer & Software Engineer

November 2017 – July 2018 | JavaScript, Python, HTML, CSS, pandas

- 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.

### 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](https://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

2019	top 50/2500	Kleiner Perkins Engineering Fellow
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
2015	International	Top 10 & Best Cloud App at PennApps XII Hackathon
2015	International	Apple WWDC Scholarship
2015	International	Top 10 at MHacks V Hackathon