

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
LinkedIn: [linkedin.com/in/mittalgautam](https://www.linkedin.com/in/mittalgautam)
Website: gautammittal.com

COURSEWORK

UNDERGRADUATE

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

EXPERIENCE

STRIPE | Software Engineering Intern

May 2019 – August 2019 | San Francisco, CA
• Engineering Intern for Summer 2019.

CAL HACKS | Director

February 2019 – Present | Berkeley, CA
• Building infrastructure, tools for sponsorship, outreach, creating a hackerspace.

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

2019	top 50/3000	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