

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](https://www.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.

MAKEGAMESWITHUS (YC S12) | 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

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	3 rd 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