

AKHIL BATRA

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<http://www.akhilbatra.com>

EDUCATION

University of California, Berkeley | Berkeley, CA

Double Major in Computer Science and Economics

Graduating: May 2016

Relevant Coursework: Computer Science 61B - Data Structures and Advanced Programming
Computer Science 170 - Efficient Algorithms and Intractable Problems
Computer Science 184 - Foundations of Computer Graphics
Computer Science 186 - Databases
Computer Science 188 - Introduction to Artificial Intelligence
Center for New Media 190 - Advanced Digital Animation

PROFESSIONAL EXPERIENCE

Amazon - Seattle, WA

May 2015 – August 2015

Software Developer Intern

- Designed and developed the world-wide customer experience and user interface for Kindle Store's Prime Day
- Created widgets to be used for customer discoverability and demand for Kindle eBooks and Kindle Unlimited
- Standardized current customer experiences across the website in all market places

Cisco - San Jose, CA

June 2013 – August 2013

Advanced Services Solutions Engineer (Intern) – Services

June 2014 – September 2014

- Made the cross platform mobile controller for an application (both UI / UX and network calls)
- Researched testing frameworks for web and mobile applications, and made a the library and instruction manual
- Worked on a UI of the patient / nurse / doctor management software for a hospital (styling as well as UX)
- Created server-to-client components that were used in various web applications in the program

Ex-Equals - San Jose, CA

June 2012 – Present

Co-Founder / Head Programmer

- Created over 35 unique random problem generators for Android Apps
- Played a key role in the startup's most popular apps, Learn Algebra and Learn Algebra 2 with 175,000+ and 37,000+ downloads respectively, each with over a 4 star rating
- Currently working on porting the apps to iOS (release planned for Summer 2015)

LEADERSHIP AND EXTRACURRICULARS

Berkeley College of Engineering - Berkeley, CA

January 2015 – May 2015

Reader for CS61B

- Hold discussion sections to go over topics covered in lecture
- Grade projects and midterms (help to come up with the solutions we want and any alternatives we will accept)
- Test new homeworks and projects (usually by doing them), finding bugs and clarifying the spec and given code
- Have office hours for students to come and ask questions about anything related to the class (or CS in general)

SKILLS AND INTERESTS

Technical: Proficient experience in programming languages (JAVA, Python, C++, PERL) and Web technologies

AutoDesk Maya for 3D animation and Pixar Renderman

Adobe Premiere / Photoshop / Illustrator for video/picture editing

Language: Proficient in speaking/ writing French and conversational Hindi

Interests: Animation / Computer graphics related to games and movies and UI/CX design and programming