Amit Sant

Berkeley, California | (510) 857-9678 | amitsant2000@berkeley.edu | github.com/amitsant2000 | www.amitsant.com

WORK EXPERIENCE

Mphasis NEXT Labs — *NLP Intern*

Summer 2020

- Built a web scraper for large company websites using a depth-first traversal while filtering out irrelevant information
- Utilized NLP libraries like Spacy locate key information from large amounts of data gathered from company websites

Mission San Jose Elementary Chess Club — *Small Group Tutor*

Fall 2016 - Spring 2019

- Worked in paid and unpaid positions as a tutor for nationally-renowned youth chess program as a high schooler

EDUCATION

University of California, Berkeley — *Bachelor's Computer Science & Pre-Business*

August 2019 - May 2023 | GPA: 4.0

Relevant Courseload: Structure and Interpretation of Computer Programs (Python, LISP, SQL), Designing Information Devices and Systems I and II, Data Structures (Java), Principles of Business, Discrete Mathematics and Probability Theory (Ongoing), Introduction to International Business (Ongoing)

Horizons School of Technology — *Fullstack Development Bootcamp*

Summer 2018

Developed proficiency in full-stack development using NodeJS with tools including JQuery, ReactJS and MongoDB through projects including clones of Facebook, Twitter, Amazon, and Yo! as well as developing our own ideas.

Ohlone College — *CS Courses Concurrent with High School*

August 2018 - June 2019 | GPA: 4.0

Relevant Courseload: Introduction to Programming Using C++, Discrete Structures

PROJECTS

Gitlet — *Basic Implementation of Version-Control System Git*

Spring 2020 | Software: Java

- Implemented all basic git functionality add, rm, log, find, checkout, commit, status, etc
- Developed merge command using depth-first traversals to find the closest common ancestor between two commits and handled creating a new, joint commit with merge conflicts

Lines of Action — *Board Game with an AI Player*

Spring 2020 | Software: Java

- Implemented basic game functionality with legal move and win-condition recognition
- Utilized game trees with alpha-beta pruning and a basic heuristic to build AI Player

Scheme Interpreter — *Scheme(LISP)-to-Python Interpreter*

Fall 2019 | Software: Python

- Implemented evaluation, conditional logic, functions (define, lambda, mu, and macros)
- Improved interpreter speed and memory usage by making evaluation tail-recursive

CLI Space Invaders — *The Traditional Arcade Game in the CLI*

Winter 2019 | Software: C++

- Designed and built a full fledged Space Invaders game using C++ which runs in the CLI

Share My Look — *Fashion App for Freelance Models (Prototype)*

Summer 2018 | Software: Javascript, Node.js, Express.js, MongoDB, Bootstrap, jQuery, HTML/CSS

- Prototyped application after refining ideas to fit team's vision and technical capabilities
- Directed a team in backend development using NodeJS, ExpressJS and MongoDB

Yo! App Clone — *Frontend Development with React Native*

Summer 2018 | Software: Javascript, React Native

- Implemented frontend for a cross-platform implementation of the Yo! app using ReactJS
- Implemented the app's signature pings which sends geographical location of the user

VOLUNTEER EXPERIENCE

MSJE MathCounts/Olympiad — *Classroom Teacher*

Fall 2017 - Spring 2019

- Prepared a class of 15-20 students for various math competitions with weekly classes

High School STEM Success Tutor — *Individual Tutoring*

Fall 2018 - Spring 2019

- Worked one-on-one with a high schooler over the year to help him with Geometry

SKILLS

Python

Java

Javascript

React.js

C++

Node.js

React Native

MongoDB

jQuery

Bootstrap

Scheme (LISP)

SQL

Solidity

Spacy

HTML/CSS

HTML Canvas

INTERESTS

Chess

Teaching

Coding

Gaming

Comedy

Reading

LANGUAGES

English (Native)

Spanish

Marathi