ANEESH KONDA

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EDUCATION

Aug. 2019 to Dec. 2022

University of California, Berkeley
B.A Computer Science
GPA: 3.61 / 4.0

RELEVANT COURSEWORK

The Structure and Interpretation of Computer Programs, The Foundations of Data Science, Calculus II, Data Structures, Linear Algebra and Differential Equations, iOS Development, Discrete Mathematics and Probability Theory, Efficient Algorithms and Intractable Problems (In Progress), Introduction to Artificial Intelligence (In Progress)

SKILLS

LANGUAGES: Java, Python, SQL, Scheme, Swift, HTML/CSS
FRAMEWORKS/TOOLS: NumPy, Git, Xcode, IntelliJ

EXPERIENCE

UPSYNC CONSULTING
Data Analytics Consultant
Berkeley, CA
Aug. 2020 to Current
- Provided consulting services for machine learning based authenticity and counterfeit protection company
- Led team of 6 in UI/UX web development, Figma prototyping, 100+ hours of mobile app testing, and market entry analytics

UC BERKELEY IOS DEVELOPMENT DECAL
Teaching Assistant
Berkeley, CA
Aug. 2020 to Current
- Teaching weekly 2-hour lab sections for over 30 students on Swift, UIKit, and other iOS development-related concepts
- Assisting course instructors with curriculum creation, project submissions and logistical planning

UC BERKELEY COLLEGE OF ENGINEERING
CS61A Academic Intern
Berkeley, CA
Jan. 2020 to May 2020
- Assisted graduate student instructors in teaching fundamental computer science concepts including data abstraction, object-oriented programming, data structures, and recursive algorithms in Python and Scheme as well as declarative programming in SQL

GIVE TEENS 20
Technology Intern
Fremont, CA
Aug. 2016 to Feb. 2018
- Performed executive decisions for the organization from the advisory council and contributed to website layout and design
- Spearheaded various charity events to raise recognition and acquired 3 new sponsors to join as committee chair member

PERSONAL PROJECTS

GITLET
- A git-like version control system written in Java from scratch that mimics git's own hash-based storage system
- Functionality includes local add, commit, remove, and reset operations and remote branch, merge, and conflict-detection

DONATENOW
- iOS application made from scratch to create an easier form of donation during the COVID-19 pandemic
- Prototyped using Figma, conceptualized, coded and designed using Xcode and Swift
- Utilizes Firebase storage to hold post data and Firebase authentication with the Google SDK for safe and secure logins

LINES OF ACTION
- Created the board game Lines of Action with fully functioning GUI utilizing the Java Swing toolkit
- Developed a fully functional Artificial Intelligence to play against using heuristics and game trees

ENIGMA MACHINE
- Program modeling the Enigma Machine used in WWII that encodes/decodes inputs through alphabet wheels
- Utilized hash maps and scanner functions to read user input and scramble input through 3+ rotor movements

AWARDS

INTERNATIONAL CHAMPION · *DECA International Career Development Conference*
Apr. 2017
Won 5th place internationally for the Sports and Entertainment Marketing Operations Research Event in Anaheim, California