Anish Saha

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EXPERIENCE

UC BERKELEY – Berkeley, CA
Academic Intern (June 2016 – Present)
- Helped teach students in intermediate CS class
- Assisted students with debugging projects
- Graded student assignments and code

BERKELEY INVENTION CORPS – Berkeley, CA
Finance Chair/Technical Lead (January 2017 – Present)
- Student organization that focuses on interdisciplinary studies and seeks to find long-term solutions for global problems, such as in poverty and health
- Working on hygiene initiative solution for poor regions of India; involved with development of web application using Ushahidi frameworks
- Designed and maintained front/backend for website
- Created budget and received funding from Stanford School of Design Fellowship

SANTA CLARA UNIVERSITY – Santa Clara, CA
Research Intern (May 2014 – January 2015)
- Worked on research project led by Prof. Mark Aschheim on use of organic materials in concrete to increase its viability and cost efficiency
- Used MATLAB data analyzation software to substantiate hypotheses
- Helped write research report on viability of this method

EDUCATION

- University of California, Berkeley
  Berkeley, CA (2015–Present)
- Archbishop Mitty High School
  San Jose, CA (2011–2015)

COMPUTER LANGUAGES

Advanced Proficiency
- Java
- Python
- HTML
- CSS
- C/C++
- Git

Moderate Experience
- Swift
- SQL
- MATLAB
- PHP
- JavaScript
- MIPS/Assembly

OBJECTIVE

Incoming third-year Applied Mathematics and Computer Science major at UC Berkeley. Open-minded, curious, and diligent student seeking interesting and impactful projects.

PROJECTS

VIRUS SIMULATION (2015)
- Converted the mathematical concepts and models of exponential growth/decay into a simulation of virus populations
- Added interesting features such as the influence of drugs given common statistics

SCHEME INTERPRETER (2016)
- Built a working version of a Scheme Interpreter
- Created reader and evaluator for the project, successfully simulated common functions (add, list, lambda, define, etc.)

ATAXXX! (2016)
- A turn-based board game similar to Othello
- Implemented manual player as well as an advanced AI using recursive game trees
- Built a user-friendly GUI using Java

CALORIE CRUNCH (2017)
- Built an Android App that records user inputs on common exercises and calculates exercises needed to reach calorie goals or record calories burnt

HELLO, FIRST AID (2017)
- Built an Alexa App using Amazon AWS and Node.js frameworks to create simple First Aid App to help users respond to common emergency situations
- Gives instructions on how to perform CPR and deal with emergencies such as choking and bleeding

RELEVANT COURSEWORK

- CS61A - Computer Program Structure/Interpretation
- CS61B - Data Structures
- CS61C - Computer Architecture/Machine Structures
- CS70 - Discrete Mathematics and Probability Theory
- CS160 - User Interface Design and Development
- CS198 - iOS and Android Development
- MATH53 - Multivariable Calculus
- MATH54 - Linear Algebra and Differential Equations
- MATH110 - Advanced Linear Algebra