Anish Saha

2314 Ellsworth Street, Berkeley, CA 94704
(408)-806-8843 | asaha@berkeley.edu | www.anish-saha.github.io

EXPERIENCE

UC BERKELEY – Berkeley, CA
Student Lab Assistant (June 2016 – Present)

- Helped teach students in intermediate CS class
- Assisted students with debugging projects
- Graded student assignments and code

SANTA CLARA UNIVERSITY – Santa Clara, CA
Research Intern (May 2014 – January 2015)

- Worked on green concrete design project led by Prof. Mark Aschheim
- Conducted research on use of organic materials in concrete to increase cost efficiency
- Used MATLAB data analyzation software to substantiate hypotheses
- Helped write research report on viability of organic material in concrete manufacturing

ARCHBISHOP MITTY IT SUPPORT – San Jose, CA
Teacher Assistant (August 2012 – May 2014)

- Assisted in development and organization of pilot iPad program
- Resolved technical issues on iOS, Microsoft, and OSX platforms for faculty and students

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

Moderate Experience

- Swift
- SQL
- Scheme
- C++/C#
- Javascript / Jquery

OBJECTIVE

Computer Science major at UC Berkeley with three years of experience in IT and object-oriented programming. Open-minded, curious, and diligent student seeking interesting 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

MEME-IFY (2016)

- Built a Chrome extension that replaces all images on current webpage with a random funny image or gif
- Utilized Javascript and HTML to manipulate displayed website content

RELEVANT COURSEWORK

- CS61A - The Structure and Interpretation of Computer Programs
- CS61B - Data Structures
- CS61C - Machine Structures
- CS70 - Discrete Mathematics and Probability Theory
- CS198 - Group Studies - Advanced Undergraduates
- MATH53 - Multivariable Calculus
- MATH54 - Linear Algebra and Differential Equations
- MATH110 - Advanced Linear Algebra