

# ANISH BAJAJ

anishbajaj@berkeley.edu

510-827-3066

anishbajaj.com

2573 Virginia St, Berkeley, CA 94709

## EDUCATION

**University of California, Berkeley**

Aug 2019 - May 2023

Bachelor's Degree, Computer Science

Cumulative GPA: 4.0

## SKILLS

**Relevant coursework:** Structure and Interpretation of Computer Programs, Calculus, Introduction to Data Science, Data Structures and Algorithms, Designing Information Devices and Systems I, iOS Development

**Languages:** Java, Python, Swift, C++, MySQL, SQLite, Scheme, HTML, CSS, SCSS

**Applications / Frameworks:** Xcode, IntelliJ, Git, CoreML, Firebase, TensorFlow, AutoCAD, Python datascience module

## EXPERIENCE

**Reliance Jio**

**Maharashtra, India**

*Software Engineer Intern, iOS Development Team*

May 2020 - July 2020

- Integrated a suggestive reply ML model into JioChat to show quick replies based on chat history
- Worked on h.264 codec framework in Swift for JioMeet video conferencing app; added support for changing/hiding video background using DeepLab image segmentation; reduced segmentation latency by 25% by directly segmenting h.264 frames, leading to significantly reduced lag in video conferencing

**Siemens PLM Software**

**Haryana, India**

*Engineering Intern*

May 2017 - June 2017

- Developed A-Therm, an automatic thermostat to increase thermostat energy-efficiency by 30%
- Derived a polynomial regression formula to simulate AC temperatures and human comfort; programmed the Arduino-based prototype in C++ to determine a comfortable thermostat temperature based on outside temperature and humidity
- Worked with the Internet of Things team on cloud storage and computation of energy data, proving a 30% reduction in energy consumption over a 30-day period

## PROJECTS

**ClassifAI: iOS app for Waste Segregation (Swift, CoreML, Firebase)**

- Takes a picture of an item and instantaneously determines its appropriate waste-bin for disposal using image recognition and a realtime Firebase database
- Awarded 'Best App for Social Impact' in final showcase at UC Berkeley

**Gitlet: Version Control System (Java)**

- Scaled down version of Git, supporting all major features involving local and remote repositories

**Movie Genre Classifier (ML in Python)**

- Classifies a movie into one of 5 genres based on the frequency of various words in its script using K Nearest Neighbors algorithm to determine the similarity of a movie with each genre

**Lines of Action: Checkers Game (Java)**

- Developed the classic checkers-based game and an AI to play against the user; created a clean GUI interface for the game

## LEADERSHIP AND EXTRACURRICULAR ACTIVITIES

**Project Element, The Mother's International School**

**New Delhi, India**

*Computer Science Instructor*

May 2019 - July 2019

- Organized Project Element, a school-wide event with more than 300 participants
- Aimed to introduce students of Grades 6 through 10 to explore potential career choices
- Taught popular topics in Computer Science (boolean algebra, functional programming) and held live Python coding sessions
- Created the website [projectelement.co](http://projectelement.co) using HTML, SCSS, JavaScript