

ANISH BAJAJ

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EDUCATION

University of California, Berkeley

Bachelor's Degree, Computer Science

Overall GPA: **4.0**, Dean's List (Fall 2020)

Berkeley, CA

2019 – 2022

Relevant Coursework: Structure and Interpretation of Computer Programs, Intro to Data Science, Data Structures & Algorithms, Designing Information Devices and Systems I & II, iOS Development, Discrete Math & Probability Theory, Machine Structures, Efficient Algorithms and Intractable Problems

EXPERIENCE

UC Berkeley EECS Department

EECS16A Course Tutor

Berkeley, CA

Aug 2020 – Present

- Guided 50+ students in software and hardware lab sessions for an introductory EECS course at UC Berkeley
- Assembled resistive and capacitive touchscreens and an imaging module with real-time pixel scanning
- Conducted weekly office hours and resolved conceptual questions about homework/exam problems

Reliance Jio Infocomm Ltd.

Software Engineer Intern

Maharashtra, India

Jun 2020 – Jul 2020

- Deployed a suggestive reply ML model into JioChat to show quick replies based on 10 messages in chat history
- Worked on H.264 codec framework in Swift for JioMeet video conferencing app
- Installed support for changing and hiding video background using DeepLab image segmentation
- Improved segmentation latency by 25% by directly segmenting H.264 frames, achieving reduced lag in video calls

Siemens PLM Software

Engineering Intern

Haryana, India

May 2017 – Jun 2017

- Developed A-Therm, an automated thermostat to increase thermostat energy-efficiency by 30%
- Analyzed human comfort levels in varying weather conditions.
- Devised a regression formula to predict a comfortable thermostat temperature in given weather conditions
- Collaborated with the IoT team on cloud storage of energy consumption data

PROJECTS

ClassifAI | Swift, CoreML, Firebase

Mar 2020 - May 2020

- Developed an iOS app that takes a picture of an item and determines its appropriate waste-bin for disposal
- Employed CoreML for image recognition and a real-time Firebase database for quick look-ups
- Awarded 'Best App for Social Impact' in final showcase at UC Berkeley

Gitlet | Java, System Design

Feb 2020 – Mar 2020

- Designed and implemented a scalable version control system for local & remote repositories
- Added support for major Git features (commit, branch, merge, push, pull)

Lines of Action | Java, Game Development

Jan 2020 – Feb 2020

- Created a classic checkers-based game, including an AI to play against the user
- Designed a clean graphical user interface to enhance gameplay.

Movie Genre Classifier | Python, Machine Learning, NumPy

Nov 2019 – Dec 2019

- Created a K-NN classifier that classifies a movie into one of 5 genres based on frequency of words in its script
- Achieved 82% prediction accuracy by analyzing variations in word usage among several movie genres

TECHNICAL SKILLS

Languages: Java, Python, Swift, C, C++, MATLAB, SQL, Scheme, HTML, CSS, SCSS

Frameworks: CoreML, NumPy, matplotlib, JUnit

Developer Tools: Xcode, IntelliJ, VSCode, Git, Firebase, TensorFlow, LaTeX, AutoCAD