

ANISH BAJAJ

anishbajaj@berkeley.edu

510-827-3066

anishbajaj.com

2573 Virginia St, Berkeley, CA 94709

EDUCATION

University of California, Berkeley

Bachelor's Degree, Computer Science

Aug 2019 - May 2023

Cumulative GPA: 4.0

SKILLS

Relevant coursework: Structure and Interpretation of Computer Programs, Calculus II, Intro to Data Science, Data Structures & Algorithms, Designing Information Devices and Systems I & II, iOS Dev, Discrete Math & Probability Theory

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

Applications / Frameworks: Xcode, IntelliJ, Git, CoreML, Firebase, TensorFlow, NumPy, LaTeX, AutoCAD

EXPERIENCE

Reliance Jio

Software Engineer Intern, iOS Development Team

Maharashtra, India

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 calls

Siemens PLM Software

Engineering Intern

Haryana, India

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)

- Version control system for local and remote repositories with all major Git features (commit, branch, merge, push, pull, etc.)

Movie Genre Classifier (ML in Python)

- Classifies a movie into one of 5 genres based on the frequency of various words in the movie script using K-NN algorithm

Lines of Action: Checkers Game (Java)

- Classic checkers-based game including an AI to play against the user and a clean GUI interface

TEACHING

UC Berkeley EECS Department

EECS16A Lab ASE

Berkeley, CA

Aug 2020 - Dec 2020

- Assisted 50+ students in virtual software and hardware lab sessions for an introductory Electric Engineering course at UC Berkeley; the labs involved designing and implementing resistive and capacitive touchscreen modules, an imaging module with real-time pixel scanning, and an acoustic-based positioning system

Project Element, The Mother's International School

Computer Science Instructor

New Delhi, India

May 2019 - July 2019

- Organized Project Element, a school-wide event with more than 300 participants, aiming to introduce students of Grades 6 - 10 to explore potential career options
- Taught boolean algebra & functional programming and held live Python coding sessions
- Created the website projectelement.co using HTML, SCSS, JavaScript