My journey.

Born and brought up in Mumbai India, I moved to UCLA in fall 2016 as an undeclared engineering major. I took my first CS class fall quarter freshmen year and immediately fell in love with CS. I realized that CS opens up endless possibilities and gives you complete freedom to weave whatever you want with a few simple keystrokes and some clever thinking.

What started as an interest has turned into a passion. I love facing challenging problems and coming up with clever solutions. The dopamine rush that I get from solving a difficult problem cannot be paralleled with any form of temporary happiness.

Over the past few years I have attended hackathons, conferences and clubs and have grown to love the CS community. I love the collaborative and entrepreneurial spirit of the community and am inspired by the amount of hard working and focused.

True satisfaction lies in helping others.

Over the past 2 years there have been myriad instances where I have had the opportunity to help a friend with a project/concept they were struggling with. Through these experiences I have come to realize that helping others brings true joy and satisfaction.

More importantly, helping others makes you think of the same concept/problem from new perspectives and therefore, helping others is as profitable to the benefactor as it is to the beneficiary.

Lets face it. I am a workaholic.

I feel starved and anguished if I am not doing anything productive. I need to be doing some productive task for me to feel happy and satisfied. Many would say that this a negative thing, but I take it positively, I try to put my best foot forward and try to be perfect at what I do. When it comes to classes I always take the extra step and stay back after class to discuss any questions and queries I may have about the subject at hand.

I am a perfectionist.

If I take up something I do not feel satisfied until I do it perfectly. If I am working on a project, I do not feel satisfied until I have tested it a million times in varied situations. I try to make my code as elegant and readable as possible and try to comment it out as I know that good organization is essential when it comes to refactoring and debugging.

BUGS!

Class cs32

Language: c++

A simulation of a forest floor where the player attempts to become the dominant anthill by writing code (in a custom language) for the behavior of his ants’ AI. The simulation consists of 4 anthills and various environmental objects including water, grasshoppers, poison, food and obstacles.

Baby Grasshopeers: All grasshoppers start off as babies that battle to eat enough food, once they have eaten enough they metamorhposise into adults.

Adult Grasshopeers: after accumulating enough health, the babies grow into adults and start jumping and hunting ants.

Poison: poisons players such that they lose helth

Water: stuns all insects such that they miss a turn

Ants: Bring food to the anhill to grow it, behavior determined by the AI that the player writes

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Class cs32

Language: c++

Uses A\* algorithm along with data from opensource maps to provide step by step directions for locations around UCLA