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Education

University of California, Berkeley | May 2022

- · Major: B.S. in Electrical Engineering and Computer Science (EECS), Minor: Linguistics
- <u>Coursework</u>: Data Structures and Algorithms, Intro to Artificial Intelligence/Machine Learning, Probability & Random Processes, Optimizing Engineering Models
- · Clubs:
 - Engineers Without Borders: Internal Events Coordinator and Media Lead
 Team designed and built water distribution system for an underdeveloped community in Panama
 - o Association of Women in EECS: Personal Projects and Curriculum Committee member
 - o <u>Computer Science Kickstart</u>: Program to ensure supportive community for female intended CS majors

Technical Skills

Languages (Libraries)

- Front-End: HTML/CSS, JavaScript (jQuery, Next.js, React, styled-components)
- o Back-End, Mobile: Python (PyTorch, Tensorflow, SciPy, NumPy), Swift, Kotlin

Work and Research Experience

Computational Linguistics Research Intern | ICSI | Jan 2020 to Present

· Creating translation tool for semantic components of polysynthetic languages like Karuk and Yurok

Software/Front-End Engineering Intern | Pulse Q&A | June 2019 to Aug 2019

- · Automated tools to update members' profiles on web/mobile via CLI web-crawling program, find appropriate marketing audience in Chrome extension, and deploy surveys with a React single-page form
- · Improved efficiency of office-space 25% with automated programs replacing hours of manual labor

Electrical Engineering Research Intern | Jadoo Tech | Feb 2019 to Sept 2019

- · Derived theoretical equations to successfully model accuracy and efficiency of lab-created nanotech sensor
- Tested scale of nanosensors' effects in scope with surface area and applicability of such devices in real-time to display as marketable material to possible investors

Electrical Engineering Research Intern | Case Western Feng Labs | Feb 2015 to Aug 2018

- Quickly, accurately, and noninvasively quantified adhesive properties of metastatic cancer cells in unique lab-created microsensors (https://ieeexplore.ieee.org/document/7863470)
- · Awarded as 2018 Siemens Semi-Finalist; Presented in 2018 National AJAS and JSHS research conferences

Personal Projects

Portfolio Website | Ongoing | github.com/arede22/theanikarede

• Web Dev (Next.js/React): Personal portfolio website as a playground for experimenting with interactions of HTML, CSS, and JS inside the React framework as well as understanding UI/UX components to front-end

Safety in Numbers App | Ongoing | github.com/arede22/safety-app

• Mobile Dev (Swift/Kotlin): Tracks intended route for students in Berkeley and creates alerts if far off-path, suggests ill-lit/unsafe areas to avoid, and provides local safety resources

CS61B: The Game | Apr to May 2019

• Game Design (Java): Built game architecture with partner in Java with inventory, avatars, enemies, and levels ramping up in difficulty and ending in a Boss Level