Anika Rede

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Objective

I am seeking a summer 2020 software engineering internship position for projects focused on fields involving machine learning and artificial intelligence especially in CV/animation niches.

Education

B.S. | CLASS OF 2022 | UNIVERSITY OF CALIFORNIA, BERKELEY
· <u>Major</u>: **Electrical Engineering and Computer Science**; Minor: **Linguistics**
· <u>Related coursework</u>: Data Structures & Algorithms, Computer Architecture, Discrete Mathematics, Designing Information Devices and Systems, Probability and Random Processes, Optimization of Engineering Models
· <u>Clubs</u>: Engineers Without Borders, Computer Science Kickstart, Association of Women in EECS

Industry and Research Experience

SOFTWARE/FRONT-END ENGINEERING INTERN | PULSE Q&A | JUNE—AUG 2019
· Automated internal tools using web-scraping to expedite: (1) updating profiles of members to web/mobile (2) finding people to whom the company could market (3) forming surveys to deploy on main website
· Improved efficiency of office-space 25% with automated programs replacing hours of manual labor
· Tools structured as Chrome extensions, React single-page forms, and command-line automated processes

RESEARCH INTERN | JADOO TECH | FEB 2019—SEPT 2019
· Derived theoretical equations to improve accuracy in calculating 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

RESEARCH INTERN | CASE WESTERN FENG LABS | FEB 2015—AUG 2018
· Quickly, accurately, and noninvasively quantified adhesive properties of metastatic cancer cells in unique lab-created MEMS microsensors
· Awarded as 2018 Siemens Semi-Finalist; Presented in 2018 National AJAS and JSHS research conferences

Relevant Skills

LANGUAGES
PyTorch, TensorflowPython, Java, React, C++, Webdev

PERSONAL EXPERIENCE
Machine Learning, Classification, Game Design

CS PROJECTS

SAFETY IN NUMBERS | ONGOING
· Mobile Dev (Swift):
    o Tracks a person's intended route in Berkeley and alerts emergency contacts if far off-path
    o Avoids areas with recent crimes using safety alerts from formal/informal, provides safety resources

VOICE-ACTIVATED CAR | ONGOING
· Built from scratch: Created voice-activated car using MSP430 Launchpad, trained on open-loop and closed-loop data using PCA & Classification; Modifying to add Bluetooth and Wireless connection

CS61B: THE GAME | APR—MAY 2019
· Game Design: Built game architecture with partner in Java with inventory, avatars, enemies, and levels ramping up in difficulty and ending in a Boss Level