

## Education

### University of California, Berkeley

Electrical Engineering and Computer Science B.S.

Exp. Grad. May 2020

3.55 Major GPA

**Completed:** Discrete Math and Probability, Data Structures, Linear Algebra, Numerical Analysis, Designing Electronic Devices

**In Progress:** Efficient Algorithms, Introduction to Machine Learning, Applied Data Science with Venture Applications

## Skills and Tools

**Proficient:** Python, Java, LaTeX, NumPy, Jupyter/iPython, Swing/JavaFX, Git, Pixelmator/Photoshop, Sketch 3

**Familiar:** Scheme, MATLAB, Pandas, C++, iOS, HTML, CSS, Javascript, node.js, socket.io, Bash, SQL

## Experience

### Director of Curriculum Development | Data Science for India

May 2017 – Present

- In charge of creating a curriculum from scratch to teach fundamentals of data science to high school students in India
- The curriculum, made of Jupyter notebooks and worksheets, will reach dozens of high schools and hundreds of students

### Data 8 Undergraduate Student Instructor (TA), Tutor | UC Berkeley EECS Department

Jan. 2017 – Present

- Holding weekly labs for ~25 students and office hours for introductory data science course
- Helping develop assignments, exams and video walkthroughs of exams on YouTube
- (Spring 2017) Received exceptional reviews from students in end-of-year survey as a tutor for the course

### CS 70 Co-Coordinator | Computer Science Mentors

Jan. 2017 – Present

- Exec in tutoring organization that serves hundreds of students per semester; in charge of creating and modifying worksheets and making sure that tutors know how to teach lessons
- (Spring 2017) Taught 2 sections of 6 students concepts in Discrete Mathematics and Probability Theory

### Director of Sponsorship | Cal Hacks Foundation

Feb. 2017 – Present

- Cal Hacks previously has brought in 2000+ students for a 36 hour hackathon in Berkeley
- Currently emailing sponsors and creating media giving companies information on the event

## Projects

### Command Line Based Tetris | Java + Swing

"Tetris" – A remake of Tetris where falling pieces are controlled by text shortcuts as opposed to arrow keys.

### Graphic Design Application | Python

"iPaint" – A functional graphic design application that includes painting, text, flood-filling and image filtering algorithms.

### Collaborative Piano | HTML, CSS, JS + socket.io, node.js

Allows users to play with a piano online along with their friends – everyone on the site hears the same thing.

### Shades of Grey | iOS (Swift)

An app that calculates the number of unique shades of grey that are present in an image.

### Lagrange Helper | Java

A tool that takes in a set of points and outputs the lowest degree interpolating polynomial formatted in LaTeX using pdflatex.

### NBA Analytics | Python + Pandas

Analyzing historical NBA data to determine patterns in seeding. Also analyzing the strength of the opponents of various greats.