Ayush Maganahalli

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EDUCATION

University of California, Berkeley Fall 2016 - Fall 2020
B.S. Electrical Engineering and Computer Science, B.A. Applied Math GPA: 3.48
Coursework: Data Structures, Machine Architecture, UI/UX, Cybersecurity, Operating Systems, Algorithms, Databases, Principles of Data Science, Probability Theory, Probability and Random Processes, AI and ML

EXPERIENCE

Workato **Mountain View, CA**
Product Development and Marketing Intern June 2020 – September 2020
- Integrated CI/CD and real-time recipe development into Workato's main workspaces, connecting various technologies like Github, DataDog, Jenkins and more with Workato's APIs and client-specific technologies or processes
- Publicized Workato's CI/CD and recipe development process via social media (e.g. YouTube); 2000+ views at internship end

Computer Architecture and Machine Structures **Berkeley, CA**
Undergraduate Student Instructor, Head Teaching Assistant May 2019 – September 2019
Undergraduate Teaching Assistant December 2018 – June 2019
- Handled logistics and planning of the course; scheduled and wrote all coursework and midterm questions for 350+ students using languages and technologies such as C, Python, RISCV and MIPS, SIMD and OpenMP
- Created HW and project content; debugged C skeleton for compiler/assembly simulator and OpenMP optimization project
- Taught 2-hour workshops on bit/byte manipulation, virtual memory, caching, and parallelism using C, RISCV, and Python

EthiCal Apparel **Berkeley, CA**
Data Analyst August 2018 – April 2020
- Visualized, plotted, and analyzed data of yearly apparel sales using Google Analytics, Python scripts, and Tableau
- Streamlined and centralized purchasing process by modelling and creating online shop website with HTML/CSS/Javascript

PROJECTS

Receipt Reader: *Computer Vision, Regex, APIs* October 2019 – December 2019
- Used Google Vision to scan receipts for JSON strings, parsed with Python, and utilized Bash for user command line inputs
- Planning to work on per unit pricings for scanned items, as well as back end databases for later lookups and cross references

EduCarbon: *Human Centered Design, UI/UX* July 2018 – August 2018
- Created interactive prototypes and wireframes to teach children about climate change through games in a classroom setting
- Building an app/site to have students interact as a community via Python and HTML/CSS/JS with Bootstrap/Django

LEADERSHIP AND ORGANIZATIONS

Cal Badminton: *President*
- Conducted $1000+ fundraisers, acquired $5000+ for clubs use from university, and hosted tournaments for 300+ people
- Won the first inaugural USA Badminton Collegiate League in 2016; became 3-time national collegiate champions in 2018-19

Codeology: *Director of Education, Project Leader*
- Instituted Professional Development to assist with internship apps and resume building, finding internships for 50+ members
- Restructured Education committee to teach various topics including neural nets, HCD, React, and more
- Led project teaching fundamentals of app creation using HCD principles; prototyped apps using HTML/CSS/Javascript; presented rough final model using Python and back-end tech such as Django, Flask, etc. (chosen based on member's app)

ANova: *External Relations Chair, Site Curriculum Lead*
- Created intro CS lessons for disadvantaged and under-resourced children using Snap projects and Python lessons
- Acquired sponsorships from Facebook, Microsoft, Google, Databricks, IBM, Dropbox, and more for multi-day hackathon

SKILLS

Languages (Proficient): Python, HTML/CSS, SQL, MATLAB
Languages (Sufficient): C, C++, Java, Javascript
Miscellaneous: Git, AWS Cloud Practitioner, Bash, Adobe Suite, Django, Flask