

VISHAL RAMAN

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EDUCATION

University of California - Berkeley(3.7) Majors: <i>Mathematics, Computer Science</i>	<i>August 2019 - Present</i>
Renyi Institute - Budapest Semesters in Mathematics Coursework: <i>Advanced Combinatorics, Hypergraph Theory</i>	<i>August 2020 - Present</i>
The College Of New Jersey(4.0) Coursework: <i>Real Analysis</i>	<i>August 2018 - June 2019</i>
Mercer County Community College(4.0) Coursework: <i>Multivariable Calculus, Linear Algebra, Differential Equations</i>	<i>August 2017 - June 2018</i>

HONORS

American Invitational Mathematics Exam(AIME) Invitee	<i>Spring 2019</i>
United States of America Physics Olympiad(USAPhO) <i>Honorable Mention</i>	<i>Spring 2019</i>
United States of America Computing Olympiad(USACO) <i>Gold Division</i>	<i>Spring 2018</i>
United States of America Mathematics Talent Search(USAMTS) <i>Bronze Medalist</i>	<i>Spring 2018</i>

RESEARCH EXPERIENCE

Renyi Institute, Research Intern <i>Group research in convex geometry under the supervision of Gergely Ambrus. We study relaxations of Helly's theorem in order to characterize transversal properties of families of convex sets.</i>	<i>Fall 2020</i>
UC Berkeley, Research Intern <i>Guided research in statistics/partial differential equations under the supervision of Tyler Maltba, Steve Evans. We use sparse regression and physically-informed neural networks(PINN) in order to render probability density functions(PDFs) or cumulative distribution functions(CDFs) for stochastic dynamical systems.</i>	<i>Fall 2020</i>

PROJECTS

Blackjack Decision Maker <i>Models the Blackjack card game as a Markov Decision Process (MDP) and finds optimal values through Value Iteration/Fixed-point iteration. The model takes in a counting strategy as user input.</i>	<i>Winter 2020</i>
Adversarial Games and Multi-Agent Search <i>We design agents for classic Pacman(including the ghosts), and implement minimax(w/ alpha-beta pruning) and expectimax search with custom evaluation functions(CS188 at Berkeley)</i>	<i>Summer 2020</i>

RELEVANT COURSEWORK

Computer Science - 61B: Data Structures, 170: Algorithms and Intractable Problems, 188: Artificial Intelligence
Math - 202a: Measure Theory and Topology, 202b: Functional Analysis, 218a: Probability Theory, 222a: Partial Differential Equations, 250b: Commutative Algebra, 258: Harmonic Analysis
200+ denotes graduate level coursework

Programming Languages: Python, Java, C++, R, \LaTeX , SQL, HTML, CSS
Libraries/Frameworks: NumPy, pandas, TensorFlow, BigQuery, React.js