Curran Bhatia

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EDUCATION

University of Illinois at Urbana-Champaign   **Expected:** May 2018
Bachelor of Science in Computer Science and Statistics

Relevant Coursework: Data Structures, Statistical Analysis, Computer Architecture, Probability & Statistics I, System Programming, Bioinformatics

EXPERIENCE

Cisco Systems   **San Jose, CA**
Incoming Software Engineering Intern   *June - August 2016*
- Will work on UI design in Cloud and Virtualization Group.

Phylogenetic Trees Bioinformatics Project   **Champaign, IL**
                                                                        March - May 2015
- Completed a group project in Bioinformatics on an application that makes species ancestry trees based on given DNA (Phylogenetic Trees), written in Python and uses the Biopython library.
- Wrote a Smith-Waterman Dynamic Programming Algorithm that scored a matrix comparison table of two DNA sequences to find the best sequence alignment and sequence alignment score.
- Took sequence alignment scores between 5 sequences to create a similarity matrix, and then to create a pairwise distance matrix in order to use this format to create the ancestry tree.

Illinois Enactus   **Champaign, IL**
Project Associate   *September - December 2015*
- Worked on sustainability of Champaign-Urbana non-profit that supports teenage mothers.
- Assessed the non-profit's operations and made appropriate recommendations to implement within the organization, including creating a website, delegating concrete roles within management structure, and providing methods to enhance participation within workshops.
- Developed a 12-page plan, so it can continue in the future with standard protocols for running the organization.
                                                                        January - May 2016
- Worked on project dedicated to helping find drinkable water solutions for populations that do not have easily accessibly clean water.
- Researched UV filtration and Carbon Filtration.
- Worked alongside three other teammates to understand best practices for water filtration and to understand the best working water filtration model for our solution for villages in Tanzania.

Soundia   **Cupertino, CA**
                                                                        July - August 2015
- Soundia is a mobile application that allows users to stream a song through multiple phones; a prototype of the application was built at AngelHack Silicon Valley 2015 in a group of three.
- Designed artwork using GIMP and Sketch, and after the hackathon continued on project and worked with Unity's User Interface Builder.
- Pitched the product to a large audience at AngelHack, and placed in the top six teams out of over sixty teams.

Bleacher Report   **San Francisco, CA**
Software Intern   *June - August 2014*
- Developed a Google Chrome Application to display stories of different sports feeds in real-time, using HTML, CSS, Javascript and JQuery.
- Set up a Raspberry Pi mini-computer to display analytics on TVs.

SKILLS & LANGUAGES

Technical Skills: Java Programming, C++, HTML, CSS, Python, Javascript, Linux, Git, GIMP, Sketch