

# RISHABH SINGH

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## TECHNICAL SKILLS

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- Programming languages: Python, SQL, Java, Batch, Go, Bash, Dart, Javascript, CSS, RISC-V Assembly, C, C++, Apache Groovy, HTML, XML
- Tools and Technologies: NOSQL, AWS, Google Cloud Platform, Firebase, Jupyter Notebooks, Anaconda Suite, Flutter, Figma, Robotics, Distributed Computing, SAP UI5, SAP Fiori, SAP Business Technology Platform, SAP OData, SAP CPI
- Libraries: NumPy, datascience, SciPy, Sci-Kit Learn, Keras, Tensorflow, Matplotlib, Pandas, PyTorch

## PROFESSIONAL EXPERIENCE

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**Alight** – SAP Cloud Integration Consultant and SAP Fiori Engineer December 2022 – December 2023  
Remote, Illinois

- Orchestrated SAP CPI IFlow Integrations for three Fortune 500 client HR accounts
- Supported 70 recruiting integrations daily, reducing processing time by 90%.
- Engaged with clients daily, providing expert support and increasing client satisfaction by 25%.

**Greater Good Science Center** – Machine Learning Researcher September 2021 – May 2022  
Berkeley, California

- Developed AI Models for police body-cam hardware, improving real-time emotional prediction.
- Created AI Models for a mindfulness application distributed to 5,000+ users.

**Pikfarm** – Co-Founder and CTO January 2021 – December 2021  
Berkeley, California

- Contributed to building a data-driven produce marketplace, increasing user base by 15%.
- Led a remote team of 5 developers, improving collaboration and project delivery by 30%.
- Implemented payments integration and Point Of Sale feature, increasing transaction efficiency by 25%.

## PROJECTS

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**Pagefelt** – Berkeley Data Science Discovery, Founder and Project Lead August 2023 - Present

- Aimed to automate and increase access to mentorship, via an AI enabled lifecoach and journaling platform
- Engineered a robust AI retrieval, augmentation, and generation pipeline for 4+ Large Language Model (LLM) powered features (prompt generation, emotionally intelligent feedback, in depth chat, semantic entry mapping, etc.).
- Utilized state-of-the-art technologies such as vector databases, Google Cloud microservices, OpenAI APIs, GPT4, GPT4-Vision, and text-embedding-ada-002
- Grew to 300+ users with 10% month over month growth over 3 months.

**Build Your Own World** – UC Berkeley May 2021

- Collaborated with a team of developers to design an objective based 2D game world
- Delved into design and planning of various game mechanics and user interactions
- Implemented world generation algorithms from scratch to create randomized worlds a player would interact with
- Created hit-box and in game element interactions from scratch

**Gitlet** – UC Berkeley March 2021

- Utilized Java to create a lightweight clone of Git from scratch.
- Used made from scratch data structures such as linked lists, heaps, and trees to handle files, branches, and versions
- Implemented basic Git functionality such as 'commit', 'push' and 'pull', and 'branch'

## EDUCATION

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**University of California - Berkeley** • Berkeley, CA Spring 2024  
Bachelor's Degree • Computer Science

- Relevant Courses: Structures and Interpretation of Computer Programs, Foundations of Data Science, Discrete Mathematics and Probability Theory, Data Structures, Introduction To Artificial Intelligence, Machine Structures, Designing Information Devices and Systems, Efficient Algorithms, Optimization Algorithms in Engineering, Database Systems and Design.

**Allen D. Nease High School** • Ponte Vedra, FL Spring 2020  
GPA: 4.6/4.0

- Relevant Courses: Statistics and Probability Theory, AP Computer Science Principles, AP Computer Science A, IB Computer Science, IB Mathematics HL, Calculus.
- Awards: Sunshine State Scholar, National Merit Finalist, National AP Scholar