

Divit Rawal

✉ divit.rawal@berkeley.edu | [divitr.github.io](https://github.com/divitr) | [divitr](https://divitr.com) | [in /in/divit-rawal](https://www.linkedin.com/in/divit-rawal)

EDUCATION

University of California, Berkeley

Aug. 2023 – Present

Physics, Mathematics, Electrical Engineering & Computer Science (Minor)

Berkeley, CA

- **Relevant Coursework:** Quantum Mechanics, Abstract Linear Algebra, Advanced Programming in R, Data Structures, Deep Learning for Visual Data, Abstract Algebra, Discrete Mathematics, Probability Theory
- **Activities:** Launchpad AI/ML, Data Structures Peer Tutor, Hands-On PCB Engineering Course Staff

EXPERIENCE

ExperienceFlow AI

May 2024 – Sep. 2024

Machine Learning Engineering Intern

Remote

- Reduced necessary training set size by 99% (from 5000 to 50) with minimal impact on performance by developing novel efficient machine learning techniques
- Designed, implemented, and evaluated recurrent neural network-based, deep Q-Learning, and SARSA techniques for predicting time evolution of finite state machines and maximizing rewards

Amazon

Aug. 2023 – Dec. 2023

Software Engineering Intern

Remote

- Developed K-means clustering algorithm in Java, improved unit test coverage (from 66% to 78%), and resolved critical data pipeline issues affecting over 1 million users in [ml-commons](#) repository
- Selected as member of 2023 OpenSearch Contributor Initiative, collaborating with industry professionals and Amazon Machine Learning Engineers worldwide to build an open-source data analytics and visualization platform

UC Irvine, Department of Physics & Astronomy

Feb. 2022 – Jul. 2023

Researcher

Irvine, CA

- Developed, trained, and tested deep learning models using TensorFlow/Keras to address data scarcity in high momentum collision analysis, achieving over 90% accuracy
- Simulated particle collisions with MadGraph, Pythia8, Delphes, and ROOT; designed and implemented reconstruction algorithms in C++ and Python, successfully predicting particle mass with less than 2% error

PROJECTS

Antichess | *Python, Statistical Decision Making, PyTorch*

- Developed PyPI package to play and simulate antichess games with single or multi-player modes
- Implemented decision making techniques including Minimax with alpha-beta pruning and Monte Carlo Tree Search to enhance strategic gameplay
- Currently designing and implementing a from-scratch multi-head transformer model to score board positions

Neural Navigator | *Graph Neural Networks, Recommender Systems*

- Developed deep-learning based recommender systems to recommend users activities and events in the Bay Area
- Implemented collaborative filtering with LightGCN and matrix factorization methods
- Built web application for user interaction using the React.js and Django frameworks

Physics Directed Reading Program | *Monte Carlo Methods, Machine Learning*

- Studied applications of statistical physics to machine learning in UC Berkeley Physics Directed Reading Program
- Examined Boltzmann machines, Monte Carlo methods, and Markov Chain Monte Carlo methods
- Delivered engaging presentation about the intersection of physics and machine learning to physics students

CERTIFICATIONS

Machine Learning

IBM

- Studied data analysis, supervised, unsupervised, and semi-supervised learning with a focus on deep learning
- Completed capstone project using machine learning to build recommender systems

SKILLS

Languages: Python, R, SQL, C, C++, Java, HTML/CSS, JavaScript

Frameworks: ROOT, Flutter, Flask, Mockito, ReactJS, React Native

Libraries: PyTorch, TensorFlow Keras, Pandas, NumPy, Matplotlib, SciKit-Learn, BeautifulSoup