

Divit Rawal

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EDUCATION

University of California, Berkeley

Aug. 2023 – Present

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

Berkeley, CA

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

EXPERIENCE

ExperienceFlow AI

May 2024 – Present

Machine Learning Engineering Intern

Remote

- Reduced necessary training set size by 99% (from 5000 to 50) with minimal impact on performance by using novel 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

Kairos Academics

Apr. 2023 – Present

Tutor

Remote

- Provide one-on-one tutoring to high school students in math and science
- Develop personalized lesson plans and study strategies to address individual student needs and learning styles
- Monitor student progress and adapt teaching methods to ensure comprehension and academic growth

Amazon

Aug. 2023 – Dec. 2023

OpenSearch Contributor

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

SimpleMath Foundation

Aug. 2021 – Jun. 2023

Head of Tutoring

Irvine, CA

- Led a team of 11 tutors to provide academic support to children from underserved communities, helping improve their understanding and confidence in math
- Personally tutored 2 students each week, tailoring instruction to meet individual needs and learning styles
- Created and published a series of engaging and informative YouTube videos on key math concepts

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

3-D Filament Fuser | *PCB Design, KiCad, Circuit Design*

- Conceptualized and designed device that automatically joins 3-D filament together, allowing users to change filament color without interrupting their print
- Designed schematic, layout, and custom-printed circuit board in KiCad
- Presented final product to Apple engineers and UC Berkeley EECS faculty

Research-Engine | *Natural Language Processing, Full-Stack Web Development, Flask, Web Scraping*

- Led team of 3 to develop a search engine that provides an overview of a topic and recent related research
- Deployed full-stack web application with Flask and Svelte hosted on AWS (EC2 instance)
- Implemented web scraping (Beautiful Soup) and natural language processing (BERT) to obtain and summarize information

Watersort Solver | *Flutter SDK, Dart, Java*

- Designed and developed mobile app in Java and Flutter to quickly solve any watersort brainteaser
- Published to Google Play Store with 4.5 star rating and over 160 downloads

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

Decision Making and Reinforcement Learning

Columbia University

- Studied theoretical and mathematical foundations of reinforcement learning strategies for dynamic environments
- Implemented algorithms such as Q-learning and SARSA in Python

Game Theory

Stanford University

- Studied multi and single player games, using mathematical modeling to optimize outcomes

SKILLS

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

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

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