

Eashaan Katiyar

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Education

University of California, Berkeley

Berkeley, CA

B.S. IN ELECTRICAL ENGINEERING AND COMPUTER SCIENCE | GPA: 3.7

Aug. 2017 - May 2021

- Technical Coursework: Designing Information Devices and Systems I & II, Structure and Interpretation of Computer Programs, Data Structures, Discrete Math and Probability Theory, Efficient Algorithms and Intractable Problems, Intro to Artificial Intelligence, Computer Architecture, Databases

Skills

Languages C, Java, Javascript, Perl, PostgreSQL, Python, Scheme

Tools Android Studio, Bootstrap, Flask, Git, Heroku, Jupyter, Latex, Make

Experience

Intel

Santa Clara, CA

DESIGN AUTOMATION ENGINEER

May. 2019 - Aug. 2019

- Built an automated makefile-based workflow for running regressions on static checking tools that vastly improved regression runtime relative to the existing system
- Built multiple scripts in perl in order to further automate the regression process
- Executed multiple regressions for new versions of static checking tools, eventually centrally installing them to be used by design teams

Goodly Labs

Berkeley, CA

SOFTWARE DEVELOPER

Sep. 2018 - May. 2019

- Utilize HTML, CSS, Javascript in order to build a visually pleasing user dashboard with features such as filters and a search engine
- Worked on a chrome extension that extends the user dashboard functionality on a site-by-site basis

neurIoT

Gurugram, India

TECHNICAL SOFTWARE INTERN

Jun. 2018 - Aug. 2018

- Worked on an application that extracted fashion features from sunglass images (shape of lens, colors of frame, etc.) in order to predict future sales of potential designs through a ML model
- Used OpenCV, scikit-learn, and Jupyter notebook in order to conduct image classification and feature extraction
- Built software demos for use in presentations and meetings with third-party clients

Space Technologies at Cal - AI Rover Team

Berkeley, CA

MEMBER

Feb. 2019 - Present

- Work on the AI Rover project, training an RL model to navigate rovers on extraterrestrial soil for exploration and resource collection
- Simulated a rover as an agent within a Markov Decision Process with improvements through Proximal Policy Optimization, using OpenAI Gym

University of California, Berkeley

Berkeley, CA

COURSE PROJECTS

Aug. 2017 - Present

- Built an interpreter for the Scheme language in Python
- Built Linked List and Array variants of the Java Deque Interface, with a focus on comprehensive JUnit testing to ensure a functional end product
- Created a multi-level 2-D dungeon crawler game, building pseudo-random world generation algorithms and a front-end graphical interface. Developed understanding in encapsulating and packaging java files for large-scale distribution
- Built voice-controlled car utilizing RC filters, bipolar junction transistors, closed-loop feedback control, and voice-recognition through implementation of PCA and k-means

Projects

TL;DW (Lecture Summarizer)

- Wrote an application that shrinks webcast length by removing non-important sections of lecture using a sumy lex rank model for summarization and a RNN for sentence boundary detection in free-run speech. Built in Python, deployed through Flask.

Reddit Recommends

- Built a website that aggregates online community product reviews into an easy-to-use web app. Written in Python, utilizing Flask, and nltk to conduct sentiment analysis