Gaurav Mallya

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Career Goals

I am a passionate undergraduate who is seeking to work on exciting software and data projects to grow as a developer.

Technical Skills

Java
Python
Go
SQL
HTML/CSS
R
Microsoft Office

Relevant Coursework

CS61A: Introduction to Data Science Structure and Interpretation of Computer Programs
CS61B; Data Structures and Algorithms
CS70: Discrete Mathematics and Probability
DATA8: Introduction to Data Science
STAT88: Probability and Mathematical Statistics in Data Science

Work Experience

PANORAMIC COMPUTING - SWE INTERN

SAN JOSE, CA | MAY 2021 - JUNE 2021

- Created integration and unit tests using GoLang to monitor the performance of our application's backend API handlers
-Developed an HTTP server to simulate WebSocket requests and retrieve data from our handlers for further testing

UPSYNC BERKELEY - TECHNICAL CONSULTANT

BERKELEY, CA | SEPTEMBER 2020 - PRESENT

- Worked with a company called **BobaMate** to improve marketing and sales prior to their worldwide release (Fall 2020)
- Created an ambassadorship program that would allow boba content creators to be affiliated with the product
- Worked with a Y Combinator startup called **HiGeorge** where our main focus was on client sourcing and ensuring client retention (Spring 2021)
- Developed an effective net promoter survey and designed marketing emails to increase outreach

STANFORD UNIVERSITY - RESEARCH ASSISTANT

STANFORD, CA | JUNE 2019 - AUGUST 2019

- Collected and sorted population/income data from 482 California cities
- Analyzed general and functional revenue spikes using Excel and an SQL database
- Contacted cities for missing Comprehensive Annual Financial Reports
- Learned the fundamentals about dynamic programming and municipal defaulting

Education History

UNIVERSITY OF CALIFORNIA, BERKELEY

AUGUST 2020 - MAY 2024

B.A. Computer Science and Economics
- Activities: Berkeley UpSync, UCB Zahanat (Dance), Planty Social

Projects

STEALTH GAME (IN-PROGRESS)

JANUARY 2021 - PRESENT

- Developing a first-person objective game using C++ and Unreal Engine 4
- Rendered in-game objects by implementing mesh and sphere properties that my character can interact with in real-time
- Creating AI guards to challenge players based on their current location

STOCK PREDICTION USING TWITTER SENTIMENT

FEBRUARY 2020 - MAY 2020

- Implemented the Twitter and Tweepy API to collect and sort through over 100,000 tweets
- Analyzed the sentiment of each individual tweet using the TextBlob library and stored it within an SQL database
- Compared the stock price with Twitter sentiment using Python libraries including Matplotlib, NumPy, and pandas