

Gaurav Mallya

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EDUCATION

University of California, Berkeley

Bachelor of Arts in Computer Science

Berkeley, CA

Aug. 2020 – May 2023

Relevant Coursework: Efficient Algorithms and Intractable Problems, Structure and Interpretation of Computer Programs, Data Structures, Discrete Mathematics and Probability, Probability and Mathematical Statistics in Data Science

EXPERIENCE

Tesla

Software Engineer Intern

Fremont, CA

Jan 2022 - Present

- Working within Tesla's factory software development team to add new features and fix bugs using Golang
- Maintaining and developing essential APIs that are currently being used in the production of new Tesla cars

UpSync Berkeley

Project Manager

Berkeley, CA

Sept. 2020 – Present

- Managed a team of 5 software developers to create an application with a serverless AWS backend and a React frontend for **Burning Rock Biotech** that outputs desired clinical trials daily
- Increased the speed of finding clinical trials by over 90% through implementing AWS Lambda (Fall 2021)
- Worked on client sourcing and retention with a Y Combinator startup called **HiGeorge** (Spring 2021) and partnered with **BobaMate** (Fall 2020) to improve marketing and sales prior to their worldwide release

Rimble

Software Engineer Intern

Berkeley, CA

October 2021 – Present

- Created a developer environment to connect the machine learning DynamoDB endpoint with our lambda function
- Developed mechanisms within our API Gateway to catch inaccurate user API calls without disrupting the flow of information and also sending back an error specific message to alert the user
- Sanitized existing code by implementing typehints and doctstrings, following variable and parameter convention, and adding comments to each function

Panoramic Computing

Software Engineer Intern

San Jose, CA

May 2021 – June 2021

- Added integration and unit tests using Golang to monitor the performance of our application's backend API handlers and ensure the site ran smoothly saving 10 hours of debugging per week
- Developed a live HTTP server to simulate WebSocket requests and retrieve data from our API handlers for further testing to verify our application's access to imported databases
- Simulated login and sign-up requests by storing accounts in an SQL database, ensuring that privacy and the functionality of each account remained such that no bugs were found in the database

PROJECTS

Spot The Difference

June 2021 – Aug. 2021

- Created a UI using Python's PyGame library to test the human response time in the classic game "Spot the Difference"

Risk of Rain 2 Character Builder

June 2021 – Aug. 2021

- Developed a website using HTML, CSS, and JavaScript to allow ROR2 players to optimize in-game items

Bear Maps

Oct. 2020 – Nov. 2020

- Created an AI in Java that used the A* search algorithm to detect the nearest location relevant to a keyword query

Stock Prediction Using Twitter Sentiment

Feb. 2020 – May 2020

- Implemented the Twitter and Tweepy API to collect over 100,000 tweets then analyzed the sentiment of each individual tweet using the TextBlob library and stored it within an SQL database
- Compared the collected sentiment with its corresponding stock price using Matplotlib, NumPy, and pandas

PROGRAMMING SKILLS

Languages: Java, Python, JavaScript, Golang, CSS/HTML

Technologies: AWS, Git, React, Linux