Ishita Korde

ikord001@ucr.edu
951.318.4084

EDUCATION

University of California, Riverside

June 2020
B.S., Computer Science

Relevant Coursework

Computer Graphics, Embedded Systems, Machine Learning, Data Structures & Algorithms, Database Systems, Operating Systems, Optimization, Numerical Analysis

SKILLS

Software Experience

Parallel Programming
Azure Cloud Computing
React
Git
Java
Linux/Unix
Adobe

Programming Languages

C/C++
Python
MATLAB
SQL
CUDA C
JavaScript
HTML
CSS

POSITIONS & AWARDS

UCR Chancellor's Scholarship 2020

CreateSC 2020 UI/UX Designaton Honorable Mention

NASA FIELDS Researcher 2018-2019

CodeConnects Tutor 2018-2019

Webmaster, Undergraduate Research Club 2018-2019

EXPERIENCE

Caltech IPAC — *Pasadena, CA*

Software Developer Intern — *July 2019–Sept2019*

- Developed Python software that creates database, queries data and calculates statistical analysis related to galaxy formation
- Calculated and designed visualizations of Gaussian fits, extrapolation, interpolations, and error analysis
- Accurate models when compared to previous manual search data
- Libraries used: pandas, numpy, astropy, scipy, etc.

NASA Jet Propulsion Laboratory — *Pasadena, CA*

Software Optimization Intern — *June 2018–July 2019*

- Optimized optical toolbox software by 90% for WFIRST Coronagraph Instrument (flagship space observatory)
- Architected the dynamically parallel solution in CUDA C with MATLAB API on General Purpose GPU
- Tested, generalized and documented the code for team's use

Riverside Lab for Artificial Intelligence Research

Researcher — *Jan. 2019–June 2019*

- Dockerized, using singularity images, to run Quasar Modeling code on high performance clusters
- Tested, visualized and compared methods to improve Bayesian models
- Attended weekly seminars to discuss novel machine learning/ AI papers

PROJECTS

Nutrition Recommender

Backend Developer — *Sept. 2019–Dec. 2019*

- Created WebApp to track user's nutrition through user accounts, database of nutrition information, personalized recommendations
- Devised machine learning recommendation system with user history, user goals, and all user data to deliver meal/food recommendations
- Team of 4, AngularJS, Firebase, Microsoft Azure

Quick Math — *March 2019-Dec 2019*

- Coded/wired embedded program in C on ATmega1284 microcontroller
- Invented game to test users computational speed
- Incorporated LED displays, a joystick, USART, buttons, etc.

Graphics Pipeline — *Jan. 2020-April 2020*

- Developed 3D rendering pipeline including vertex and fragment shading, rasterization and interpolation, clipping and z-buffering OpenGL (GLSL)