Arjun Rewari

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Education

- **University of California, Berkeley** — Berkeley, CA
  Bachelor of Arts in Computer Science — *Aug. 2023 – May. 2026*
  - **Relevant Coursework**: Data Structures, Discrete Math and Probability Theory, Computer Architecture, Efficient Algorithms, Database Systems, Machine Learning, Deep Learning (Planned)
  - **Organizations**: BAIR Lab, Game Design and Development Club, IvyCode (CS Club)
- **Foothill College** — Los Altos, CA
  Associate of Science in Computer Science; High Honors; Deans List — *Sep. 2021 – June. 2023*
  - **Relevant Coursework**: DSA in C++, Java, Python; Matlab; Discrete Math; Calculus; Linear Algebra
  - **Organizations**: Senate Board (Senator), Associated Students of Foothill College, Engineering Club, CS Club

Experience

- **Software Engineering Intern - Cloud** — May 2024 - Aug. 2024
  Quicken Inc — *Menlo Park, CA*
  - Backend engineer on the Quicken Cloud Services team which provides cloud infrastructure for all Quicken products
  - Worked on encryption in transit project which enabled mTLS for all microservices within VPC boundary, project impacted all REST services at Quicken
  - Gained experience with API testing (Postman), AWS tools (EC2, PCA, KMS), backend frameworks (Spring), version control (Git, Bitbucket), web servers (Apache Tomcat), RESTful API's, Testing (Integration, Functional), Logging frameworks (Slf4J), Service Discovery (Eureka), Cryptographic API's (Bouncy Castle)
- **Undergraduate Research Assistant** — Jun. 2023 - Present
  Berkeley AI Research Lab (BAIR) UC Berkeley — *Berkeley, CA*
  - Working on NeRF Tree Reconstruction Project focused on using generative AI to make 3-D models of forests for potential firefighting use; Compare NeRF, NeuS, and Neural Angelo models, Run SDF Models
  - Working on algorithm to automatically detect DBH of trees using SAM 2 and NeRF projections
  - Set up website for WACV 2024 workshop on 3D Geometry Generation using HTML/CSS/JS
  - Poster session in BERC Energy Summit Climate Showcase; Title: Enhancing Photorealism in 3D Forest Models
  - Paper accepted to ICLR 2024 Workshop; Title: Neural Tree Reconstruction for the Open Forest Observatory
- **Software Engineering Intern** — Jun. 2022 – Sep. 2022
  Slang Labs — *Bengaluru, Karnataka, India*
  - Voice assistance for existing apps to serve a multilingual community, allowing novice users to converse in their local language, extending the reach of the apps
  - Worked on speech recognition project to explore phonetic similarity algorithms to improve recognition in the app
  - Used confidence metrics to evaluate various algorithms to work with Indic languages
  - Used Confluence, Teams, Jira, Slack. Manipulated JSON, txt, csv, log files

Skills

- **Languages**: Advanced: C++, Java, Python, Matlab; Proficient: HTML, CSS, Javascript, Scheme, SQL, C, RISC-V
- **Libraries/Frameworks**: Nerfstudio, OpenCV, MediaPipe, NLTK, SDFstudio, Matplotlib, Numpy, Pandas, ReactJS, Spring Boot, NoSQL, MySQL, Bouncy Castle
- **Technologies**: Android Studio, API Development(Twitter, Google Maps, REST), AWS (EC2, PCA, KMS), Postman, Splunk, Apache Tomcat
- **Soft Skills**: Problem Solving, Leadership, Customer Service, Advising

Projects

- **AI Robotic Arm**: 3D-Printed, 3 jointed arm that mimics hand movements through Computer Vision; Recognizes voice commands like "Pick up the red coke"
- **Self-Driving Car**: CNC-Milled Go Kart that follows a pre-determined route
- **2.5D Maze Game**: 2D maze game that is projected onto 3D using raycasting, similar to Wolfenstein 3D

Certifications, Interests

- **Certifications**: Stanford ICME: Data Science Certificate; Courses in Deep Learning, Machine Learning, R, Python
- **Interests**: Hiking; golf; sustainability; Breaking Bad; camping; Reddit; woodworking; reading; Eagle Scout