

# Kunal Dutta

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## EDUCATION

University of California, Berkeley

Expected Grad. May 2022

*Bachelor's of Arts, Computer Science with Minor in Mathematics* | GPA: 3.634

Relevant Coursework: Efficient Algorithms; Data Structures; Discrete Mathematics; Electrical Engineering; Linux System Administration;  
Operating Systems; Probability and Random Processes; Artificial Intelligence; Data Science; Multivariable Calculus

## PROFESSIONAL EXPERIENCE

YouRL: Social Media Startup | Long Beach, CA

*Software Engineer*

January 2020 - Present

- Led web engineering team for YouRL, a social media startup that consolidates a user's online presence to an app and website.
- Designed a web interface for social media users, creating custom pages for each user on the platform using Firebase data.
- Deployed home page for corporate website, with login system and custom web design.
- Tools Used: Python, Django, HTML, CSS, JavaScript, Firebase

iD Tech Camps | Campbell, CA

*Computer Science and Math Instructor*

June 2020 - September 2020

- Taught 1-on-1 and group private lessons about programming, mathematics, and other technology fields to students ages 9-19.
- Developed company-wide curriculum/lesson plans for object-oriented programming, machine learning, and mathematics coursework.
- Courses Taught: Python, Java, Machine Learning, Artificial Intelligence, Cyber-Security, Calculus

## PROJECTS

Smart Surveillance System | Programming and Engineering Project

<https://github.com/kdutta9/Smart-Surveillance>

- Implemented motion detection system that alerts a user with Twilio API and sends the footage via cloud storage.
- Built hardware systems with Raspberry Pi and cameras, which deployed to a 18-house neighborhood.
- Tools Used: Raspberry Pi, Python, OpenCV, Twilio API, Amazon Web Services

Basketball Shot Tracker Application | Programming Project

<https://github.com/kdutta9/ShotTracker>

- Created an Android application that can detect basketballs and hoops, and count shots missed and made.
- Trained custom TensorFlow Lite model using YOLOv4 real-time object detection and cloud computing.
- Tools Used: Python, Java, TensorFlow Object Detection API, YOLOv4, Google Cloud Platform

Daily Basketball Fantasy Projections | Club Project

<https://sportsanalytics.berkeley.edu/fantasyprojections>

- Designed and built web pages that display projection data for fantasy basketball, updating daily via cron job.
- Implemented filters to search via player name, position, and team.
- Tools Used: Python, Pandas, HTML, CSS, JavaScript, Shell

Gitlet | School Project

<https://github.com/kdutta9/coursework/tree/master/cs61b/gitlet> (private)

- Built version control system that can track and commit file changes, revert to previous versions, and create branches.
- Implemented methods to efficiently search for data and track commits, using search algorithms and data structures.
- Tools Used: Java

## SKILLS

**Languages:** Python, Java, C, HTML, CSS, RISC-V Assembly

**Frameworks:** OpenCV, Django, Flask, TensorFlow Object Detection API, NumPy, JUnit testing

**Technologies:** Git version control, Raspberry Pi, Android Studio, Amazon Web Services, Google Cloud Platform, Linux/Unix

## LEADERSHIP

**Sports Analytics Group at Berkeley:** Executive Treasurer, Sports Analytics Projects team member

**UAVs@Berkeley:** Computer Vision team member

**Cal Mic Men:** Leader of student section, Master of Ceremonies for sporting events for attendance up to 65,000 people

**808s and Fastbreak:** Editor in Chief and Content Creator for data-driven sports analytics blogs, podcasts, and videos