MALLIKA **CHENNUPATY**

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**EDUCATION**

**University of California, Berkeley**                               May 2022

Bachelor of Science, Electrical Engineering and Computer Science**,** Minor in Creative Writing and Design Innovation Certificate

**Courses**: Data Structures/Programming Methodology, Machine Structures, Efficient Algorithms and Intractable Problems, Designing Information Devices, Introduction to Databases (Fall 2020)

**SKILLS**

**Technical:** Java, Python, React Native, HTML, CSS, C++, Github, Jupyter Notebook, Splunk, Tableau

**Design Tools:** Photoshop, Adobe Illustrator, imageJ, Zephyr (an imaging software), Figma

**EXPERIENCE**

**Intel Corporation: Client Computing Group**, Remote

Software Engineering Intern June 2020 – Aug 2020

* Implemented Python script to automate simulations of hardware models to enable a team of 35 individuals to collect simulation data and speed up performance analysis by 30%
* Developed a streamlined data visualization process by integrating a Splunk server connection to the model and creating dynamic Dashboard (varies depending on user inputs) with a range of 15-25 graphs

**Citris POLY-Pedal Lab: Insect Limb Motion Research,** Berkeley, CA

Undergraduate Research Assistant June 2019 – Jan 2020

* Utilized hypothesis testing to identify correlations between insect leg attributes (like length and joint rotation angles) and movement efficiency to explore potential applications in prosthetic limb design
* Constructed virtual models of insect legs using Zephyr to 3D print models for analysis of limb motion

**Welch Allyn,** Beaverton, OR

Data Analytics Intern June 2017 – Aug 2017

* Created 2 new benchmarks for an optical device by testing different software on model eyes
* Increased the measured range of pupil width of device by 15% through extracting information from calibration curves created with Python and Jupyter Notebooks

**PROJECTS**

**Quokka Brew Coffee (Berkeley-Based coffee startup): Mobile Application Development**

* Implemented a mobile app for the startup with a daily spin-the-wheel game, coffee order/delivery, and a map locator using React Native, a Shopify codebase with the Storefront API, and Expo Client for testing
* Determined the commonalities of 25 successful mobile apps to create an initial interactive Figma prototype

**Headspace (Guided Meditation and Mindfulness App): User Research, Data Visualization, Feature Ideation**

* Leading 7 peers to create visualizations of collected data of 215 college students’ mental health needs to determine 4-6 Headspace user pain points
* Conducting A/B testing to ideate solutions that address pain points and promote college student engagement

**BearMaps: Replica of Google Maps**

* Implemented the backend of a Google Maps-esque app of Berkeley with Java, the A\* algorithm, k-d trees

**LEADERSHIP**

**DiversaTech Consulting**

Project Manager | Previous Roles: Consultant Jan 2019 - Present

* Leading student consultants to develop product design/strategy recommendations for diverse tech companies
* Analyzed client KPIs to pitch projects, understand user needs, and develop solutions to enhance engagement

**FEMtech**

Tutoring Program Lead | Previous Roles: Public Relations Lead Aug 2019– Present

* Organizing 7 community-oriented tutoring sections for female-identifying students in CS courses and hosted UC Berkeley’s first all-female-identifying hackathon, FEMHacks, with 65+ students and company sponsors in attendance