

Nikhil Unni
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Education	B.A. in Computer Science, UC Berkeley <ul style="list-style-type: none">• Expected graduation : 2017• GPA : 3.82• Coursework : Data Structures, Computer Architecture, Machine Learning, Systems Programming, Algorithms, Parallel Programming, Compilers, Databases, Communication Networks	
Experience	Adobe , Data Engineering and Analytics Intern	Summer 2015
	<ul style="list-style-type: none">• Worked on data pipeline to use analysis of customer data to drive business and design decisions• Worked on predictive modeling of user activity to present custom toolbars unique to a specific user's workflow	
	UIUC Cognitive Computation Group , Research Intern	Sept 2014-Feb 2015
	<ul style="list-style-type: none">• Built up toolset of Natural Language Processing algorithms for application developers under Prof. Dan Roth• Worked on a Named Entity Recognition tagger	
	UIUC Software Engineering Group , Research Intern	Aug 2013-Feb 2015
Leadership Activities	<ul style="list-style-type: none">• Implemented Regression Test Selection tools for various testing frameworks (JUnit, TestNG, etc.)• Previously worked on an Eclipse plugin to utilize Git history to enhance code completion and class completion proposals	
	Stanford University , Research Intern	Summer 2012
	<ul style="list-style-type: none">• Aided PhD student under Professor Nick McKeown with research on Software Defined Networks	
	Co-founder , Homeroom	Mar 2014-Present
	<ul style="list-style-type: none">• Created a startup to provide an easier way for teams to communicate with one another• Built complete website with Node.js/MongoDB• Launched in beta with YMCA and SF County Recreational Group• We're live at: homeroom.me	
Projects	Grader , Machine Learning	Jan 2015-May 2015
	<ul style="list-style-type: none">• Graded problem sets for an upper division Machine Learning course	
	Course Assistant , Introduction to Programming	Jan 2014-May 2015
Skills	<ul style="list-style-type: none">• Held regular office hours to assist students and helped instruct class sections	
	HaskellBoy	
	<ul style="list-style-type: none">• Writing emulator for the Gameboy Color/Zilog Z80 architecture in Haskell	
	NativeDoc	
	<ul style="list-style-type: none">• Wrote a Chrome plugin to view Word documents and powerpoints in-browser• Has 4000+ users currently using it	
	<u>Languages:</u>	Java, C/C++, Haskell, Python, Javascript, HTML/CSS
	<u>Software:</u>	Node.js, MongoDB, Git, Eclipse, Emacs, Vim, L ^A T _E X