

# NIKITA SIAHAAN

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## EDUCATION

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**University of California, Los Angeles**  
B.S. Computer Science

June 2022

Relevant Coursework: Introduction to Computer Science I, Introduction to Computer Science II, Introduction to Computer Organization

## PROJECTS

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### **Malloc**

Nov. 2019

- (C) Implemented a dynamic storage allocator for C programs (i.e. a version of the malloc() and free() routines) given base code for a naïve implementation implemented with an implicit list and first-fit placement policy.
- Created a version of malloc() using a segregated free list, best-fit placement policy, and boundary tag coalescing.

### **Kalah**

May 2019

- (C++) Implement a version of the game Kalah (aka Mancala) that includes functionality for human and computer players.
- Applied concepts of inheritance and base/derived classes for object-player interaction.
- Programmed multiple member functions for each class while following project specs.

## TECHNICAL SKILLS

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Programming Languages: C++, C, Python

Applications: Visual Studio, GNU Project Debugger (GDB), Solidworks

## EXPERIENCE

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### **UCLA Bruin Café | Los Angeles, CA**

Nov. 2018 - Present

*Food Service Worker*

- Prepared and served food items and beverages to over one hundred customers per shift.
- Maintained a sanitary workspace and high efficiency during periods of high volume.

### **SunPower Corp. | Richmond, CA**

Feb. 2017 – Apr. 2017

*Research & Development (R&D) Intern*

- Collaborated with R&D engineers at SunPower in project-based work.
- Utilized the engineering design process to develop and prototype a concept integrating solar energy and smart devices.

## ACTIVITIES

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**Association for Computing Machinery (ACM) Studio | Member**

Sept. 2019 - Present