

NIKITA SIAHAAN

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EDUCATION

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, Logic Design of Digital Systems (in progress)

PROJECTS

Malloc

Nov. 2019

- (C) Implemented a version of the malloc() and free() routines for C programs with a segregated free list, best-fit placement policy, and boundary tag coalescing.
- Expanded upon a given naïve implementation that used an implicit list and first-fit placement policy.

Kalah

May 2019

- (C++) Developed a version of the game Mancala with capability for human and computer players.
- Utilized concepts of inheritance and polymorphism for object-player interaction.
- Designed several member functions per class in accordance to project specs.

Bank Application

Dec. 2018

- (Python) Programmed a banking application simulation with prompts for users to deposit, withdraw, change user, view account balance, and exit application.
- Maintained multiple lists to hold customer names and balances.

EXPERIENCE

SunPower Corp. | Richmond, CA

Feb. 2017 – Apr. 2017

Research & Development (R&D) Intern

- Collaborated with R&D engineers at SunPower to develop and prototype a concept integrating solar energy and smart devices.
- Utilized SolidWorks (a CAD software) and the engineering design process to model and 3D print a solar-powered lamp.

ACTIVITIES

Association for Computing Machinery (ACM) Studio | Member

Sept. 2019 – Present

- Learned and utilized Unity 3D game engine and tools to create beginner level games.

UCLA Bruin Café | Food Service Worker

Nov. 2018 – Present

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