

Abhik Ahuja

UC Berkeley student studying Computer Science and Mathematics seeking Software Development internships and experience.

EDUCATION

University of California Berkeley, Berkeley — *Double Major Computer Science and Mathematics*

August 2019 - May 2023 (expected)

- CS61A - Structure and Interpretation of Computer Programs
- EECS16A - Designing Information Devices and Systems I
- CS 198 - Linux System Administration
- CS 61B Data Structures
- EECS 16B - Designing Information Devices and Systems II
- CS 70 - Discrete Mathematics and Probability Theory

3.94 GPA

San Joaquin Delta College, Stockton — *5 Associate Degrees*

August 2015 - May 2019 (Dual Enrollment)

- Mathematics
- Interdisciplinary Studies - Mathematics and Science

3.95 GPA

EXPERIENCE

Lodi Unified School District — *High School AVID Tutor*

January 2018 - May 2019

Led a tutoring group of high school sophomores and juniors

Tutored in academic questions from both high school and college level coursework, especially in mathematics.

EXTRACURRICULAR ACTIVITIES

MCHS Programming Club — *President, Instructor*

August 2016 - May 2019

Taught small groups of members in basic Java proficiency and game development for 6 hours each Saturday

Gave lessons to about 15 students total and promoted programming within my high school

IEEE Student Branch, UC Berkeley — *Director of Marketing*

August 2019 - Present

Created graphic designs and drafted newsletters to promote IEEE events among the student population.

Photographed IEEE events and edited and posted these pictures to IEEE social media.

(209) 361-4528
ahujaabhik@berkeley.edu

Links

github.com/origamiman72
linkedin.com/in/abhik-ahuja/

Projects

Gitlet

- Version Control system similar to Git written in Java.
- Able to save and restore code bases along with remote repository capabilities.

AJA Messenger

- Messaging app with built in spam filtering using Naive Bayes classifier.
- Created during CalHacks 6.0
- Java - Android

Flappy Bird Clone

- Built as a demo to teach the principles of Java game development

Lines of Action

- Wrote game and GUI in Java.
- Created Alpha-Beta pruning and Monte Carlo Tree Search based AI's to study performance differences

Scheme Interpreter

- Wrote CLI interpreter for the Scheme programming language in Python.
- Implemented Tail call optimization and both lexical and dynamic scoping.

CEP Tower Stacker

- Tower Stacking game built for High School senior project.
- Java - Desktop and Android

SKILLS

Python

Java

Scheme

SQL

Linux/Unix Systems