Abhik Ahuja

Software engineer and UC Berkeley student dedicated to bringing creative and innovative new solutions to engineering problems, as well as building a diverse and practical skill set to solve real world issues.

(209) 361-4528
ahujaabhik@berkeley.edu

EXPERIENCE

UC Berkeley EECS — *CS70 Academic Intern*

June 2020 - Present

Helps students increase their understanding of subject matter by assisting during discussion sections and explaining problem solving concepts. Teaches topics including mathematical proofs, cryptography, Markov chains, and probability.

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.

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

EXTRACURRICULAR ACTIVITIES

Open Computing Facility — *Staff*

August 2019 - Present

Volunteers at the OCF, a space dedicated to providing free computing resources to the Berkeley community using FOSS software.

Space Enterprise at Berkeley — *Avionics Engineer*

August 2019 - Present

Worked on avionics systems for SEB rockets, including telemetry communication between rocket systems and ground station as well as on-rocket sensor monitoring.

Links

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

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	HTML
Java	CSS
Linux	JS and JQuery
Scheme	Bootstrap
SQL	Tensorflow