

# 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.

## EXPERIENCE

### UC Berkeley EECS — CS70 Academic Intern

June 2020 - July 2020

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.

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## 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
Scheme	JS and JQuery
SQL	Bootstrap
Linux	Tensorflow