

Abhik Ahuja

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

(209) 361-4528
ahujaabhik@berkeley.edu

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

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.

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

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

August 2019 - May 2020

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.

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

AWARDS

Academic Decathlon 2019

- 1st place in Mathematics.
Science, Economics
- Science
- Economics
- Overall best Division 2
Honors individual