VIRAJ MAHESH

virajmahesh@berkeley.edu | 510 646 5944 | http://virajmahesh.me

EDUCATION

University of California, Berkeley
B.S. in Electrical Engineering and
Computer Science
Expected Graduation: May 2017
Minor in Public Policy
GPA: 3.94 / 4.00

LINKS

github.com/virajmahesh
linkedin.com/in/virajmahesh

SKILLS

Languages
Python, Java, C/C++, JavaScript

Data Science Tools
NumPy, SciPy, Scikit-Learn
R, SQL, Matlab,

Front End Frameworks
jQuery, AngularJS, Bootstrap

Back End Frameworks
django, Spring, Hibernate

Mobile
Android SDK

AWARDS

Dean's List (Fa13, Fa14, Sp15)
Achieved a GPA in the top 10% of
all College of Engineering
Undergraduates

Honors to Date (Fa13, Sp14, Fa14, Sp15)
Achieved a GPA in the top 20% of
all College of Engineering
Undergraduates

EXPERIENCE

GOOGLE | ASSOCIATE PRODUCT MANAGEMENT INTERN
Summer 2016 | Mountain View, CA

OKTA | SOFTWARE ENGINEERING INTERN
June 2015 - Present | San Francisco, CA
Okta is an integrated identity and mobility management service
- Interned on the Universal Directory (UD) team
- Implemented a feature using **Java** that imports users' profile images from Active Directory and provisions them to applications
- Led a team of four interns during Okta's Intern Hackathon. Added a client side encryption layer to better protect passwords stored in Okta

AUTOMATION SCIENCES LAB | UNDERGRADUATE RESEARCHER
Research Mentor: Professor Ken Goldberg
September 2014 - Present | Berkeley, CA
- Lead developer for Jester 5.0 (http://eigentaste.berkeley.edu), a joke recommendation engine that uses the Eigentaste algorithm
- Built Jester's backend using **Python**, **Django** and **MySQL** and the frontend using **Bootstrap, AngularJS** and **jQuery**
- Learned about data analysis techniques such as principal component analysis, k-means clustering and imputation

INFOSYS | SOFTWARE ENGINEERING INTERN
June 2014 - August 2014 | Bangalore, India
- Built a UI automation engine using **Java**, **OpenCV** and **Python**
- Created a Diagnosis Automation Engine that uses machine learning to build a Bayesian Network from event log data

SELECTED PROJECTS

VIRTUAL GAME BOY (In Progress) | 2015
- Building a Gameboy Color emulator using C++

KEY VALUE STORE | 2015
Class Project for CS 162 - Operating Systems
- Parallelized GET and PUT operations on a distributed key value store and implemented Two Phase Commit to coordinate servers