

# PRANSU DASH

## CONTACT

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## TECHNICAL SKILLS

Java  
Python  
HTML  
CSS  
Javascript  
Scheme (LISP based)  
SQL/MySQL  
iOS, Android Dev.  
GIMP/Photoshop

## ACCOLADES

2016 AP Scholar with Distinction

2016 Santa Clara Valley Science and Engineering Fair - IBM Computing Award (See projects)

2015 Santa Clara Valley Science and Engineering Fair - 2nd Place in Engineering

2014, 2015 FIRST Robotics Competition - Two-time World Championships Qualifier

2013 FIRST Lego League NorCal Champions, World Championship Qualifier

## EDUCATION

**2016 - Present University of California, Berkeley**  
B.A. Computer Science, GPA 4.0  
Courses: Structure and Interpretation of Computer Programs (CS61A), Data Structures and Algorithms (CS61B), Designing Information Systems and Devices (EE16A)

**2012 - 2016 Lynbrook High School**  
GPA 4.2

## EXPERIENCE

### CS 61A Lab Assistant, August 2016 - present

*UC Berkeley*

I help students in UC Berkeley's SICP (CS61A) course (3 hours/week) on the course material ranging from syntax to abstract computer science topics. I also teach lessons to classes of 25 students on major topics before midterm and final exams.

### Computer Science Intern, Jun 2015 - Aug 2015

*Scry Analytics*

Built a natural language processing module for real-time lexical analysis of customer service phone conversations. Completed a working prototype that used a speech recognition library with my custom additions that improved efficiency in many cases. Worked on a market analysis for product development in a 2 month timeframe.

### Android App Developer, Jun 2014 - Aug 2014

*Dabkick*

Migrated video playing and sharing features from Dabkick's iOS app to Android. Integrated YouTube video support and used Google APIs to support VEVO music videos. Used the OpenYouTubePlayer API to implement a video search feature in the app.

## PROJECTS

**Stanford Pre-College Institutes in Artificial Intelligence** - A 3-week long, residential summer program where I took AI classes at Stanford University. I completed various small projects on AI-relevant topics such as A-star search, heuristic creation, clustering algorithms, image manipulation, and evolutionary computation. Additionally, I worked a larger, final project that used speech recognition libraries with my group's custom built lexicographic and phonetic dictionaries to create locks for our dorm room's that activated at the sounds of our voices. I mainly worked on creating the phonetic dictionary and making the system respond only to specific voices.

**IoT Keys** - Created during the October 2016 IoT HACKS hackathon at UC Berkeley. My team's project was to create a "virtual key" as a means of access to different locks. We used a smartphone as the key which could, via internet, unlock an internet-enabled lock. Our application was for package deliveries; by using your phone as a key to your package or mailbox, we could prevent package theft. I worked on some electrical components of this project like the physical lock system, using HTTP GET and POST requests for data transfer, as well as building the Android application for our demo.

**Traffic Nets** - A science/engineering project conducted in 2015-2016 with my sister. We attempted to improve the way automobile traffic is directed. By analyzing current traffic statistics, we could cluster drivers with similar destinations and driving styles using a k-means clustering algorithm. We then directed each cluster on a unique route, minimizing the travel of any one vehicle. Our project won the IBM Award for Computing at the 2016 Santa Clara Valley Science and Engineering Fair.

**Haas School of Business Business Academy** - A 2-week long summer business education program. My group worked on creating a slide deck and recommendation for Apple's next steps as a consumer tech company with heavy focus on its innovation.