Priyanka Sanghrajka

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EDUCATION

Undergraduate Education - University of California, Berkeley   **Graduation Date: May 2025**
- Cumulative GPA: 3.7 (Dean's List: Fall 2021)
- Majors in Data Science (Emphasis: Computational Methods in Molecular and Genomic Biology) and Computer Science
- Significant Coursework in Computer Science, Data Science, Biology, and Chemistry
- Relevant Coursework: The Structure and Interpretation of Computer Programs, Data Structures and Algorithms, Principles & Techniques of Data Science, Data Engineering, Data Mining and Analytics, Full Stack Web Development, Probability for Data Science, Linear Algebra and Differential Equations, Biology (Molecular, Cellular, Genomic, Evolutionary), General Chemistry

High School Diploma with Highest Honors – Monte Vista High School, Danville, CA   **2017 - 2021**
- Overall 10-12 GPA: 4.7
- Relevant Advanced Placement/College Credit: Calculus AB, Calculus BC, Computer Science Principles
- Concurrent Enrollment at **Diablo Valley College**: Coursework in Microeconomics, Psychology, Biological Sciences, Oceanography

PROFESSIONAL EXPERIENCE

UC Berkeley Data Science Division – Academic Intern   **08/2022 – Present**
- Assisted students with performing data modeling techniques in Python and understanding statistical concepts to analyze real-world datasets via simulations, hypothesis testing, and visualizations
- Collaborated directly with Graduate Student Instructors to clarify intricate computing, data science, and statistic principles, leading to an increase in average student comprehension

UC Berkeley Competitive Dance Team "Azaad" – Director of Events and Artistic Coordinator   **08/2021 – 08/2023**
- Orchestrated a spectrum of team events and successfully executed a major fundraiser, generating over $8000 in ticket sales
- Streamlined communication through cross-functional team meetings, reinforcing team unity and enhancing event planning efficiency
- Innovatively contributed to costume design, effectively translating dance themes into vibrant visuals
- Pioneered cost-effective budgeting system, achieving notable savings, and developed a comprehensive database for costume inventory, enhancing organization and accessibility

Berkeley Basic Needs Center – Volunteer   **09/2021 – Present**
- Supported the Food Pantry efforts as an emergency food relief resource for those at risk of, or are, experiencing food insecurity
- Led inventory organization, efficient food recovery, and package distribution

Stanford Medicine: Plastic and Reconstructive Surgery – Intern   **06/2020 – 08/2020**
- **Science, Technology, and Regenerative Surgery STaRS Internship**
- Delved deep into cutting-edge research, focusing on head and neck anatomy, regenerative biology, bone biology, and biomedical engineering
- Uncovered medical abnormalities in case studies through precise medical scan analysis techniques
- Crafted experimental design to pioneer effective treatments using stem cells, particularly for bisphosphonate-induced osteonecrosis of the jaw
- Led a collaborative team to a successful final presentation, showcasing the culmination of the internship's intensive research efforts

Veterans Affairs Hospital – Summer Data Intern   **06/2019 – 08/2019**
- Enhanced logistics by generating critical reports on supply movement and distribution, ensuring streamlined operations
- Spearheaded the creation of monthly inventory reports, ensuring accuracy through diligent physical inventory reconciliation
- Gained multifaceted exposure by shadowing doctors across various specialties and actively supporting veteran patients

Nupoor Dances – Lead Dance Instructor   **05/2015 – 12/2021**
- Choreographed and taught award-winning dance routines for competitions and shows, consistently achieving 1st/2nd place awards annually
- Strengthened parent-instructor relations through clear communication and coordinated logistics for costumes procurement

SKILLS AND TRAINING

- **Technical Proficiency:** Python (Pandas, NumPy, Matplotlib, Scikit-learn), SQL, PostgreSQL, MongoDB, Java, HTML, CSS, JavaScript (React), Git, Microsoft Suite
- **Languages:** American Sign Language and Gujarati

PROJECTS

Personal Website
- Developed a personal website to showcase my skills, portfolio, and resume, as well as incorporated interactive elements to enhance user engagement
  - Used HTML, CSS, and JavaScript to increase my proficiency in front-end development

Ants vs. SomeBees Game
- Designed a robust tower defense game to understand game dynamics and user interaction
  - Leveraged Python and incorporated both object-oriented and functional programming paradigms

NGordnet
- Developed a user-friendly browser tool aimed at exploring linguistic patterns in Historical English Texts
  - Implemented using Java, drawing inspiration from Google Books NGram Viewer

Build your Own World - BYOW
- Constructed a 2D tile-based game engine, focusing on random world generation and user interactivity
  - Utilized Java with special emphasis on algorithms and delivered an interactive GUI, integrated keyboard input mechanics, implemented save/load structure, and provided avatar customization options