Rajavi Mishra

rajavi.mishra@berkeley.edu | 2301 Durant Avenue, Berkeley CA 94720 | (510) 990 7793 | in/rajavim/

EDUCATION

University of California, Berkeley

Berkeley, CA

Bachelors, in Computer Science & Economics

Expected Graduation: Fall 2021

SKILLS & RELEVANT COURSEWORK

Skills: R, Python, Java, SQL, JavaScript, React, HTML, CSS | Adobe XD, Illustrator, After Effects | Figma, Marvel **Coursework**: Collaborative Innovation, Biodesign, Design Challenge Lab, Discrete Probability, Techniques of Data Science in Python, Data Structures in Java, Macroeconomic Theory, Microeconomic Analysis, Principles of Business

EXPERIENCE

CatalistX San Francisco, CA

Associate Product Manager (Focus: Design & UI Engineering)

Aug 2018 - Present

- Developing web dashboards in React, HTML & CSS for universities to track their entrepreneurial ecosystem
- Devising digital strategies, driven traction by 4000 users & 260 startups, and acquired clients from top universities

Infosys Limited Providence, RI

User Experience Engineering Intern

June 2019 - Aug 2019

- Designed and prototyped a quote and credit check mobile application that replaced a major client's manual sales cycle with an automated sales proposal optimizer and improved the efficiency of sales process by 15%
- Authored business presentations, user experience studies/models and style guides for clients' mobile application

Haas School of Business

Berkeley, CA

Undergraduate Researcher

Aug 2019 - Present

• Analyzing impact of international trade policies implemented by Trump Administration on China, Canada, Mexico and Europe through economic and data analysis through qualitative and quantitative data analysis

SOFTWARE PROJECTS

The Game of Vikings (Tafl)

October 2019

Programmed the backend and basic graphic user interface of a strategy board game using Java (~800 lines of code) to implement various game features according to game rules and develop basic heuristics for the AI player

Cipher Text Encoding/Decoding Machine

September 2019

• Programmed the backend of the machine using Java to simulate a cipher text machine used during World War II to protect confidential military information. The code was equipped to read plain text machine configuration and messages, setup machines, run permutations and output the decrypted/encrypted message (~900 lines of code)

Wasteshot - Cal Hacks Fellowship Winner

November 2018

- Programmed a dashboard and Raspberry Pi camera using HTML, CSS, JavaScript and Python to capture images
 of waste food from the dining halls, tag images through computer vision and project data insights on consumer
 food choices to help the dining halls optimize their raw material costs (~800 lines of code)
- Trained IBM Watson chatbot to help dining hall managers easily troubleshoot while using the technology

Mini Version-control System Git

In progress

Programing a simpler version of git to support basic functions like committing, check out, branching and merging

ACADEMIC & LEADERSHIP EXPERIENCE

AccelerateHer @ Berkeley

Berkeley, CA

President & Web developer

Sept 2018 – Present

- Managing Berkeley's first female tech entrepreneurship student organization and raised \$10,000 in sponsorship
- Launched startup consulting program and Berkeley's first-ever startup weekends with 70+ participants

Honors: Cal Hacks Fellow, Blackstone Launchpad Representative from UC Berkeley, Published researcher with FLJSS, UC Berkeley Computer Science Scholars, Haas and UC Berkeley Newsroom Cover Story Interview