

RHEA KAK

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EDUCATION

CORNELL UNIVERSITY

B.S. in Computer Science, College of Engineering (Dean's List, GPA: 3.8/4.0)

Ithaca, NY

Expected Dec 2023

- **Relevant Coursework:** Analysis of Algorithms, Operating Systems, Database Structures, Computer Vision, AI Practicum, Computer System Organization, OOP and Data Structures in Java, Functional Programming, Web Development

WORK EXPERIENCE

UBER

Software Engineering Intern

New York, NY

May 2023 – August 2023

- Developed an AI-driven phishing detection and warning system for Uber's in-app chat messaging platform using GPT-4 and Java; demonstrated a 98% overall success rate in identifying potential fraud when tested on 300+ real world chat cases
- Built out end-to-end functionalities for a new ETL streaming pipeline in order to process and detect phishing in real-time
- Authored a 17-page design document outlining required functionalities, analyses of newly proposed architectures, changes to existing systems, and security implications; led multiple design reviews with senior stakeholders to ensure project alignment

CORVUS

Software Engineering Intern

Boston, MA

May 2022 – August 2022

- Co-developed a Google Workspace Add-on for Gmail accounts using JavaScript, allowing users to upload content directly from their inbox to a specific client's page; eliminated manual uploads and reduced quote request processing time by 24%
- Migrated data housed in an obsolete table to increase scalability of new features and make database relationships clearer
- Led a technical walkthrough of a backward compatible data migration framework for a team of 7 software engineers

RECIDIVIZ

Software Engineering Intern

New York, NY

June 2021 – August 2021

- Conducted a clustering experiment on data using Google BigQuery; reduced query costs by 29% and query duration by 68%
- Refactored a raw data import method to prevent duplication of data when imports fail partway and are rerun automatically
- Categorized a validations table and created a table of contents to refine the frontend of an existing application; utilized Python, JavaScript, HTML, and CSS

LEADERSHIP EXPERIENCE

CORNELL ENGINEERING - CS 1300: WEB DESIGN AND PROGRAMMING

Undergraduate Teaching Assistant

Ithaca, NY

August 2022 – May 2023

- Led discussions and presented material to 24 students each week, along with office hours to supplement classroom learning
- Graded weekly lab assignments and projects for over 50 students in a timely fashion to provide feedback on their performance

CORNELL BIG RED RAAS

President

Ithaca, NY

April 2021 – April 2023

- Managed \$15,000 budget for competitive traveling dance team while contacting airline representatives, rental car agencies, and professional tailors to decrease out-of-pocket costs for 30+ team members and increase overall member retention by 20%
- Maintained communication with the university's Student Activities Funding Commission to ensure all requirements were met to maintain good standing, and to acquire the highest level of funding available to any student-run organization

GIRLS ABSOLUTE CODING CLUB

Founder

Princeton, NJ

September 2018 – June 2020

- Recruited 15+ new members in an effort to increase female representation in offered high school computer science courses
- Facilitated discussions about new concepts in computer science and worked on practice coding questions in weekly meetings
- Introduced a mentoring program to enable future women engineers to explore their interests in an encouraging environment

PROJECTS

PLAYFUL PLANTS

Frontend Engineer

April 2022 - May 2022

- Designed and implemented a fully featured media catalog for the members of Playful Plants, a research group at Cornell
- Enacted user access controls for the admin and consumer views, thus preventing unauthorized users from modifying records
- Included functionality for tagging, uploading, sorting, filtering, editing, and deleting catalog entries using SQLite, PHP, HTML, and CSS; provided users with maximum customization abilities

SORRY!

Team Lead

November 2021 - December 2021

- Collaborated with 2 other engineers to develop an OCaml-based game that resembles the popular board game "Sorry!"
- Scheduled weekly meetings with PM to ensure that all expectations were met, while also incorporating any feedback given
- Supported both multi-player and CPU modes, and utilized GUIs and design principles to create an appealing interface

SKILLS

- **Languages:** Python, Java, OCaml, HTML, CSS, JavaScript, SQL, Elixir, Elm
- **Tools:** Cassandra, Kafka, PostgreSQL, SQLite, Google Apps Script, Google BigQuery, GraphQL, Git, Jira, Trello
- **Organizations:** Theta Tau Professional Engineering Fraternity, Women in Computing at Cornell
- **Interests:** Dance, Soccer, Skiing, Marvel, Mario Kart