Rishab Srivastava

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EDUCATION

UC BERKELEY
Computer Science & Economics
Expected May 2020 | Berkeley, CA
Cum. GPA: 3.748 / 4.0

AMITY INTL. SCHOOL, NOIDA
Grad. May 2016 | Delhi, India

- 96% in grade 12 Board Examinations
- Perfect 10 CGPA in grade 10 exams
- General Secretary, School Student Council

COURSEWORK

- Data Structures & Algorithms
- Principles & Techniques of Data Science
- Discrete Math & Probability Theory
- The Structure and Interpretation of Computer Programs
- Probability and Mathematical Statistics in Data Science
- Foundations in Data Science
- Linear Algebra & Differential Equations

SKILLS

Programming
- Python
- Java
- SQL
- git
- Pandas
- HTML/CSS/Javascript
- Jupyter notebook
- Lisp (Scheme)

AWARDS & HONORS

AP Scholar with Distinction | College Board, Inc.
Awarded for scoring a perfect score on five Advanced Placement Examinations.

International Chess Player | FIDE
Awarded world rating of 1350 by World Chess Federation.

EXPERIENCE

UC BERKELEY DEPARTMENT OF EECS | Tutor
August 2017 – December 2017 | Berkeley, California

- Department tutor for the course CS C8: *Foundations of Data Science*
- Teaching 2 weekly tutoring sections of 5-6 students each
- Holding office hours and grading weekly homework assignments and projects

INTELENT INC. | Data Science Intern
May 2017 – July 2017 | Princeton, New Jersey

- Worked with Intelent engineers to design and build advanced analytics tool and solutions across multiple industry use cases
- Analyzed clinical trial datasets formatted in *SAS* format and derived conclusions from the data using advanced analytics and visualization techniques
- Conducted research work in the field of biostatistics, FDA safety reporting standards and regulations, and *electronic Clinical Report Form* (eCRF) software

ACADEMIC AND PERSONAL PROJECTS

BEARMAPS
- Using Python, designed and developed Google Maps-esque web app that allows users to interact with a map of Berkeley
- Implemented features such as zooming, routing, autocomplete, location searching, and map rastering using quadtrees, tries, hashtables, and the A* search algorithm

DATABASE
- Designed the API for a relational database management system (SQL) in Java from scratch and implemented the backend
- Supported the following user queries: natural inner joins, filtering, loading/printing/creating tables and arithmetic/NAN/NoValue computations
- Used IntelliJ, git version control, JUnit testing, and Javadoc documentation

SCHEME INTERPRETER
- Used Python to create an interpreter for Scheme, a dialect of the language *Lisp*
- Applied principles of tree recursion, lexical and syntactic analysis, and functional programming

YELP MAPS
- Created a Voronoi visualization using machine learning and Yelp data set
- Implemented the k-means unsupervised learning algorithm to group restaurants together based on proximity
- Implemented simple least-squares regression to predict user ratings

ANTS VS SOME BEES
- Designed and developed a variant of the popular indie game Plants vs Zombies in Python
- Implemented functional and object-oriented programming paradigms

HOG
- Developed a simulator for the dice game Hog, featuring multiple strategies
- Implemented control statements and higher-order functions