Rishab Srivastava

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EDUCATION

UC BERKELEY
Computer Science & Economics
Expected May 2020 | Berkeley, CA
Cum. GPA: 3.729 / 4.0

AMITY INTL. SCHOOL, NOIDA
Grad. May 2016 | Delhi, India
- 96% in grade 12 Board Examinations
- Perfect 10 CGPA in grade 10 exams

COURSEWORK

- Efficient Algorithms & Intractable Problems
- Data Structures
- Artificial Intelligence
- Computer Architecture
- Principles & Techniques of Data Science
- Discrete Math & Probability Theory

SKILLS

PROGRAMMING

Advanced:
• Java • Python • SQL
• git • Pandas • JavaScript (Node.js)
• LaTeX • HTML • CSS • NumPy

Familiar:
• R • Android • C++

LINKS

Github:// rishab231
LinkedIn:// Rishab Srivastava

AWARDS & HONORS

Member | Upsilon Pi Epsilon
International Computer Science Honors Society; top third of all declared CS majors.

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

SUMMER ANALYST | Helios Capital Management
June 2018 – August 2018 | Singapore, Singapore
- Asia-focused hedge fund with assets under management of $300M

UNDERGRADUATE STUDENT INSTRUCTOR | Foundations of Data Science, UC Berkeley
August 2017 – December 2017 | Berkeley, California
- Teaching statistical inference techniques to students in 2 weekly sections
- Holding office hours and grading weekly homework assignments and projects

DATA SCIENCE INTERN | Intelent Inc.
May 2017 – July 2017 | Princeton, New Jersey
- Worked with Intelent software and data engineers to design and develop risk management platform ClinACT in Java
- Implemented Adverse Events Monitoring System for the web application using Java, HTML, CSS and a RESTful API
- Derived conclusions from clinical trial datasets using advanced analytics tools and visualisation techniques

ACADEMIC AND PERSONAL PROJECTS

MODIFIED TSP | Python
- Designed and engineered a solver in Python for a harder variant of the famously intractable *Traveling Salesman Problem*
- Utilized greedy algorithms, TSP-approximation algorithms as well as heuristic algorithms such as *Christofides* algorithm to estimate an optimal solution
- The final solver was used to generate outputs for over 400 *NetworkX* graphs

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

DATABASE | Java
- 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 | Python
- 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 | Python
- 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