RISHI IYER

Software Engineer

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EXPERIENCE

SOFTWARE ENGINEER INTERN

Hewlett Packard Enterprise

May 2020 – Present San Jose, CA

- Developed query detection system to catch erroneous SQL queries with invalid syntax before execution
- Built parser to convert txt files describing query features into a python dictionary for use in other modules

SOFTWARE ENGINEER INTERN

Rocketship Ventures

June 2017 – August 2017 Palo Alto, CA

- Built automated pipeline to extract social handles and company data from Raw HTML using BeautifulSoup
- Parsed and wrote data to a remote database using SQLite
- Created an updater to store and plot company information with HiCharts
- Set up an installation of company's internal website on Nginx/Unicorn with SSL encryption

PRESIDENT

Kidz Kode

January 2014 – August 2018 Cupertino, CA

- Developed interactive 6 week curriculum to teach young students the basics of programming in Java
- Managed 12 teachers volunteering across 4 libraries

PROJECTS

Pac-Man AI (CS188) - Python

- Implemented depth-limited Minimax with alpha-beta pruning
- Implemented Q-Learning and Approximate Q-Learning, with agent winning over 95% of test games.
- Added functionality to determine ghost location from sensor readings using Joint Particle Filtering

Digit Classifier/Language Identifier (CS188) - Python

- Implemented a neural network to classify digits from 28x28 pixel images. Achieved a test accuracy of 98%
- Implemented a recurrent neural network to identify language for words. Achieved a test accuracy of 85%

Database System (CS186) - Java

- Developed a full database in Java with minimal skeleton code
- Implemented B+ tree indices, efficient join algorithms, query optimization, multi-granularity locking for concurrency, and recovery with WAL and ARIES

Housing Price Predictions (Data 100) - Python

- Processed data and added features using one-hot encoding and bag-of-words representation
- Made predictions using linear models with Lasso and Ridge regularization, as well as a Random Forest model

EDUCATION

University of California, Berkeley

B.A Computer Science

May 2022

- Efficient Algorithms and Intractable Problems (CS 170)
- Artificial Intelligence (CS 188)
- Database Systems (CS 186)
- Principles and Techniques of Data Science (Data 100)
- The Structure/Interpretation of Computer Programs (CS 61A)
- Data Structures (CS 61B)
- Computer Architecture (CS 61C)
- Discrete Mathematics and Probability Theory (CS 70)
- Designing Information Devices and Systems I/II (EE16A/EE16B)

The Harker School

May 2018

- GPA: 4.3
- National AP Scholar with Distinction

TECHNICAL SKILLS

Python, Java, C	●●●●●
SQL	●●●●○
JavaScript, HTML/CSS	●●●○○
RISC-V	●●●○○
Ruby	●●●○○

SOFTWARE SKILLS

Git	●●●●●
Pandas, Scikit-learn	●●●●●
BeautifulSoup	●●●●○
Linux	●●●●○
Spark, OpenMP	●●●○○
Nginx, Unicorn, SSL	●●●○○
Rails, Sinatra	●●●○○
React, AngularJS	●●●○○