

# Rishi Tikare Yang

[RishTYang@gmail.com](mailto:RishTYang@gmail.com) | +1 (505) 377-0420 | [github.com/rishikiram](https://github.com/rishikiram) | California

## EDUCATION

---

### University of California, Berkeley

Bachelor of Arts in Computer Science - GPA: 3.8/4.0

Berkeley, CA

*Class of 2024*

- ❖ Probability and Information Theory, Optimization, Algorithms, Robotics, Discrete Math, Data Structures, Computer Architecture, Design of Computer Programs.

### Universidad Nacional Autónoma de México

Computer Science and Latin American Studies - GPA 9.0/10.0

Mexico City

*Fall 2022*

- ❖ Databases, Anthropology of Afro-Americans, Global Systems, Geography in Latin America

## EXPERIENCE

---

### Modeling an Optical Computer for Image Classification

Physics Modeling, Unsupervised ML, CUDA, PyTorch

Sandia National Labs

*Summer 2023*

- ❖ Developed a model of a photonic computer to classify images of material science data
- ❖ Integrated GPU optimizations using pytorch and CUDA
- ❖ Worked with an international team of research scientists and graduate students, gave an oral presentation, and wrote a scientific-paper style report

### Science Mentor at Berkeley Engineers and Mentors

Leadership, Communication, Committee Head, Site Leader

UC Berkeley Club

*August 2020–Present*

- ❖ Education club at UC Berkeley focused on inspiring interest in STEM fields and providing accessible science lessons to our local community by teaching weekly science lessons
- ❖ Lead the Outreach committee responsible for organizing volunteer events and socials
- ❖ Also lead a group of 4-5 college students every semester to teach weekly science lesson

## PROJECTS

---

### Linear Algebra Software Package in C - Class Project

Cache Management, Data and Instruction Parallel Programming

Class CS61c

*Spring 2022*

- ❖ Optimized dense matrix multiplication through memory management and parallel programming in C using OpenMP
- ❖ Achieved speedups of ~300x when compared to naive approaches

### Godot Video Game - Personal Project [github.com/rishikiram/Easterly-Apps](https://github.com/rishikiram/Easterly-Apps)

UI/UX, Physics Engine

Self Led

*Summer 2021*

- ❖ Created an endless, side scrolling video game including all of the art and code. Used various open source software, namely the Godot engine.
- ❖ Implemented a custom physics model and a random procedural generation algorithm
- ❖ Designed the UI with minimalist ideas focused on interactive learning

## SKILL AND INTERESTS

---

**Programming Languages** - Python, Java, C, RISC-V, HTML, SQL, Scheme

**Interpersonal** - Leadership, Teamwork, Communication skills. Fluent in English and Spanish

**Interests** - Sports, Outdoors Activities, Piano, Cooking, Origami, Learning Languages