Rishi Tikare Yang

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EDUCATION

University of California, Berkeley — Berkeley, CA
Bachelor of Arts in Computer Science - GPA: 3.8./4.0 — *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 — Mexico City
Computer Science and Latin American Studies - GPA 9.0/10.0 — *Fall 2022*

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

EXPERIENCE

Modeling an Optical Computer for Image Classification — Sandia National Labs
Physics Modeling, Unsupervised ML, CUDA, PyTorch — *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 — UC Berkeley Club
Leadership, Communication, Committee Head, Site Leader — *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

University Immunology Laboratory Intern — UNM Health Sciences
Computational Biology, Computer Vision, Live Mouse Model — *Summer 2019*

- Study the effect of lactic acid on the motility of T-cells under Professor Judy L. Cannon
- Work both in the lab to isolate, cultivate, and film T-cell samples, and on a software program to quantify motility using computer vision techniques

PROJECTS

Voice Controlled Car - Class Project — Class EECS16b
Classification, Control, Feedback, Signal processing — *Summer 2021*

- Built a voice controlled car using a microcontroller, breadboard, and other components
- Designed circuits, used feedback in the steering control, and machine learning in the control and voice recognition parts of the robot

Godot Video Game - Personal Project *github.com/rishikiram/Easternly-Apps* — Self Led
UI/UX, Physics Engine — *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

SKILL AND INTERESTS

Technical Skills - Technical Writing and Reading, Wet Laboratory Skills, Laser Lab Experience
Interpersonal - Leadership, Teamwork, Communication skills. Fluent in English and Spanish
Interests - Sports, Outdoors Activities, Piano, Cooking, Origami, Learning Languages