

Rishi Yang

University of California-Berkeley

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(505) 377-0420

Education

- Enrolled at UC Berkeley, Class of 2024 — GPA: 3.82
- Albuquerque High 2020 graduate — GPA: 4.7, ranked 5th in class of 347
- Notable courses — CS 61A: Structure and Interpretations of Computer Science, EECS 16A: Designing Information Devices and Systems, Calculus III, Modern Philosophy, AP Physics

Work Experience

University of New Mexico Immunology Lab Paid Internship - (2019 Summer)

- Worked in Professor Judy Cannon's Immunology Lab and UNM doing both lab work (T cell isolation, culture and preparation) and computational work developing software to study T cell motility. (Matlab)

Albuquerque Academy Summer Day Camp Counselor - (2018 Summer)

- Along with 2 other counselors, we were responsible for 15 six to seven-year old children doing activities like arts and crafts, athletics, and games.

Explora Apprenticeship - (2017 Summer)

- As an apprentice in a childrens' science museum, I worked as a teaching assistant in summer camp classrooms with children 5-7 years old and designed and built a science exhibit as part of a team.

Other Experience

Berkeley Engineers and Mentors Staff Member - (Mentorship and Tutoring)

- BEAM is a student run organization that mentors children to encourage academic success and general wellbeing. Our main function is to teach weekly science lessons at local elementary and middle schools. I currently am a staff member and help run the 100+ person club as a part of the community outreach and external affairs committees.

Godot Game - (Python) (<https://github.com/rishikiram/Easternly-Apps>)

- Created an original videogame using the Godot game engine, including most of the art. See <https://github.com/rishikiram/Easternly-Apps> for the current playable applications and <https://github.com/rishikiram/Easternly> for scripts and project files.

2019 Supercomputing Challenge - (NetLogo) (<https://github.com/rishikiram/Traffic-Model>)

- For this science-fair-like competition, I created an agent-based Traffic Model to study efficiency, and presented it to a panel of judges. Won 3rd place and a cash prize of \$500.

Skills

- Coding Languages - Java, Python, Matlab, Scheme and NetLogo.
- Laboratory skills - Cell cultures, live mice models, fume hoods, pipettes, etc.
- Electronics Skills - have built small robots, soldered, built/debugged circuits.

Interests and Activities

- Choral Singer, school choir member
- Athlete - Varsity Cross Country, Track and Swim, JV Soccer
- Working towards becoming bilingual in Spanish

Honors and Accolades

- National Merit Scholar
- 2020 New Mexico American Vacuum Society Scholarship Winner -\$3000