

# Rishi Tikare Yang

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## OBJECTIVE

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I am a recent graduate from UC Berkeley with a bachelor's degree in Computer Science, specializing in machine learning, math, robotics, and green energy. I am looking for my first job and I want to be in a position where I am learning, where I gain quality experience and to where I can form my future career goals such as pursuing graduate school, entrepreneurship or industry career. I am interested in a variety of roles, and in particular roles involving software, data science, math and engineering. I am also most interested in living in the Bay Area, and would love to work towards helping people and the environment in the green energy or sustainable technology field.

## EDUCATION

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**University of California, Berkeley**

Berkeley, CA

B.A. in Computer Science - GPA: 3.8/4.0

*Class of 2024*

- ❖ Machine Learning, Photovoltaic Devices, Probability and Information Theory, Optimization, Robotics, Algorithms, Discrete Math, Data Structures.
- ❖ Studied at the Universidad Nacional Autónoma de México, earned a GPA of 9.0/10, and took Databases, Anthropology of Afro-Americans, Global Systems, and Geography in L.A.

## EXPERIENCE

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**Modeling an Optical Computer for Image Classification**

Sandia National Labs

Physics Modeling, Unsupervised ML, CUDA, PyTorch

*Summer 2023*

- ❖ Designed and coded a model of a photonic computer to classify images of material 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

**Outreach Head for STEM Mentorship Club**

UC Berkeley Club, BEAM

Leadership, Communication, Committee Head, Site Leader

*August 2020–May 2024*

- ❖ 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
- ❖ 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*

- ❖ Studied the effect of lactic acid on the motility of T-cells under Professor Judy L. Cannon
- ❖ Worked both in the lab to isolate and cultivate T-cells in a sterile fume hood, and collect images with a fluorescent microscope.
- ❖ Worked on software program to quantify motility of cells using computer vision techniques

## PROJECTS

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**Robotic Interaction with Object Centric Environment**

Class EECS 106a

Robotic Control, Computer Vision, Unsupervised Learning,

*Fall 2023*

- ❖ Worked with a PhD student for her research on unsupervised, object-centric computer vision and robotic control. Researched integrating unsupervised image segmentation.
- ❖ We developed a robot that could adaptively model the environment from a moving camera, and used an inverse kinematic controller to pick and place blocks
- ❖ <https://vint-1.github.io/eecs106a-website/>

**Conv Neural Network for CIFAR-10** - Class Project  
Machine Learning, CNN, Classification, PyTorch

Class CS189  
*Spring 2024*

- ❖ Designed, built, tuned and validated a CNN that achieved a 77.4% classification rate on a CIFAR-10 testset
- ❖ Build a CNN package from scratch in python for educational purposes

**Voice Controlled Car** - Class Project  
Classification, Control, Feedback, Signal processing

Class EECS 16b  
*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](https://github.com/rishikiram/Easternly-Apps)  
UI/UX, Physics Engine

Self Led  
*Summer 2021*

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

## REFERENCES - Contact info upon request

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1. Dr. Prasad Iyer - Metasurface & Optics, Senior Member of Technical Staff at Sandia National Labs
2. Dr. Judy Cannon - Prof. of Immunology at UNM, Infectious Disease, & Computational Immunology

## SKILL AND INTERESTS

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**Programming Languages** - Python, Java, ROS, 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