

Rishi Tikare Yang

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As a junior studying computer science, I am looking to gain experience in the tech industry as an engineer or researcher, explore my interests and build opportunities and connections. I am interested in a variety of topics such as robotics, machine learning, modeling, and information theory, as well as education, visual design, and linguistics.

PROJECTS

Godot Video Game

Self Led

Solo Project - <https://github.com/rishikiram/Easternly-Apps>

Summer 2021

- Created an endless side scrolling, ship driving video game including all of the art and code. Used various open source software, namely the Godot engine.
- Implemented an endless, random, procedural generation algorithm and a custom physics model

RISC-V CPU

CS61C

Class Project

Spring 2022

- Designed a complete CPU on a virtual circuit design software for the RISC-V instruction set
- Included a 2-Stage pipeline and the associated data hazard infrastructure

Gitlet

CS61B

Class Project

Fall 2021

- Build version control system modeled after Git to track and commit file changes, revert to older saved versions, and create and merge branches of code.
- Implemented search and sort algorithms as well as functional data structures

EXPERIENCE

Berkeley Engineers and Mentors,

UC Berkeley Club

Staff Member

August 2020–Present

- Lead a group of 4-5 college students to teach science lessons every week at a local elementary school
- Design graphics for social media and design website pages (<https://beam.berkeley.edu>)
- Organize STEM-related volunteer events with the broader community, as well as social events to promote the community within the club

University Immunology Laboratory

UNM Health Sciences

Paid Research Intern

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

EDUCATION

University of California, Berkeley

Berkeley, CA

Bachelor of Arts Computer Science - GPA: 3.82/4.0

Class of 2024

- CS 61 A/B/C – Computer Programs, Data Structures, Machine Structures
- CS 70/170 & EECS 126– Probability and Discrete Math, Algorithms, Random Processes
- EECS 16 A/B – Circuits, Linear Algebra, Machine Learning, Control and Signal Processing

Albuquerque High

Albuquerque, NM

GPA: 4.7/4.0, ranked 5th in class of 347

Class of 2020

- Three sport varsity athlete, Captain of Soccer and Cross Country teams, National Merit Scholar

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, choral singing, cooking, computer art, languages

Study Abroad - Study Spanish, Latin American Studies and CS at UNAM in Mexico City in the Fall of 2022