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 cryptography, machine learning, chip design and robotics, 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 and 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 – Probability and Discrete Math, Algorithms
- 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