Rishi Tikare Yang

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EDUCATION

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

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

PROJECTS

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/

Voice Controlled Car - Class Project — Class EECS 16b
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, 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

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, Piano, Cooking, Origami, Learning Languages