Riddhi Mundhra

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EDUCATION

University of California, Santa Cruz — Santa Cruz, CA
Bachelor of Science in Computer Science (Concentration: Game Design)
Expected Graduation: June 2027 | **GPA:** 3.6

Relevant Coursework:
Data Structures & Algorithms, Computer Architecture, Computer Networks, Computer Systems Design,C Programming & Assembly Language, Software Engineering,Computational Methods & Applications, Probability & Statistics

TECHNICAL SKILLS

Programming Languages: Python, C, C++, MATLAB, Verilog, TypeScript, Javascript
Web & Application Development: HTML, CSS, JavaScript, React.js, Node.js, SQL
Systems & Tools: Multithreading, Computer Networking, Git, Databases, Full-Stack Development

PROJECTS

- **Multithreaded HTTP Server -** Designed and implemented a high-performance multithreaded HTTP server supporting concurrent GET and PUT requests, improving throughput and responsiveness under load.
- **Single-Threaded HTTP Server -** Built a single-threaded HTTP server from scratch to demonstrate request parsing, socket programming, and low-level TCP/IP communication.
- **Calendar Automation Web Application -** Developed a full-stack web application that accepts PDF uploads, extracts dates and summaries, and automatically integrates them into a dynamic, interactive calendar.

EXPERIENCE

- **AIEA Lab Member-**Contributed to artificial intelligence research initiatives through collaboration on AI-focused projects and applied machine learning exploration.
- **Tech4Good Lab Member -** Collaborated on technology-driven projects aimed at social impact and community benefit.
- **Baskin Tutor -** *University of California, Santa Cruz |* **October 2024 – December 2025**Tutored students in data structures & algorithms, computer systems and RISC-V assembly, C/C++ programming, and linear algebra, strengthening problem-solving skills across core computer science topics.