RIYA SHEIK

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

Graduation Date: 2023
GPA: 3.7

CHEMICAL ENGINEERING AND COMPUTER SCIENCE MAJOR

COURSEWORK: Structure and Interpretation of Computer Programs, Data Structures and Algorithms, Programming with MATLAB, Linear Algebra and Differential Equations, Properties of Materials Science , General Chemistry and Laboratory, Chemical Engineering Design, Multivariable Calculus

SKILLS

WET LAB:
Cell Culture
Centrifuge, Incubator, Pipette Usage
Genomic Editing
Data Processing

TOOLS:
Git Workflow
Microsoft Office
Adobe Creative Cloud
Google Workspace
AutoCAD

LANGUAGES:
Python
MATLAB
SQL
Java
Scheme

INTERPERSONAL:
Team Player
Growth Mindset
Adapatibility
Problem-Solving

EXPERIENCE

BARISTA

May 2020 - April 2021

SUNRIGHT TEA STUDIO

- Used interpersonal skills to pleasantly interact with customers as well as producing average 800+ drinks per shift
- Managed multiple roles per shift including kitchen tea and boba preparation as well as customer facing operations
- Memorized 50+ customizable drink recipes in order to quickly prepare orders to meet high demand

YOUTH SCIENCE FELLOW

June 2019 - Aug 2019

UCI SCHOOL OF BIOLOGICAL SCIENCES

- Underwent training before independently conducting PCR reactions, plasmid and protein purification, bacterial transformation, and gel electrophoresis techniques in pursuit of a research thesis on tumorigenic cells
- Used CRISPR technology to read and modify gene sequences
- Achieved external recognition through the 2020 O.C. Science and Engineering Fair, and awarded 2nd Place in Cell Biology

PROJECTS

SCHEME INTERPRETER

July 2021

- Used Python to code an interpreter for the Scheme language
- Implemented an evaluator for multiple different Scheme functionalities (built-in, user-defined, lambda procedures, etc.)

ANTS VS. SOMEBEES

July 2021

- Used Python to code an action game inspired by Plants vs. Zombies
- Gained understanding of object-oriented programing principles (classes, local state, inheritance, and method lookup)

SMART GARDEN

Feb 2021 - April 2021

- Created a mobile application which controlled a customizable physical watering system for plants
- Utilized Firebase to create a database of watering times for different types of plants
- Completed user testing to ensure the application dispensed water at the database-specified time

ANAEROBIC DIGESTION SYSTEM

Oct 2020 - Dec 2020

- Created a Process Flow Diagram for two different anaerobic digestion systems
- Designed a carbon sequestration system for the first option, and a methane converter for the second
- Performed an economic analysis to discover the two have a 45% ROI and a 15% ROI respectively