

SAAD AMIN

ADDRESS

43547 Southerland Way
Fremont, California, 94539

CONTACT

saadamin864cat@gmail.com
(341) 222-8841
github.com/saada2006

ABOUT ME

I am a junior at Mission San Jose High School. I am interested in mathematics and computer science. I have worked on projects that revolve around GPU compute, monte carlo integration, and machine learning.

EDUCATION

Mission San Jose High School

AP Calculus BC 2022-2023
AP Statistics 2022-2023
AP Physics 1 2022-2023
AP Computer Science A 2022-2023
Honors Chemistry 2021-2022, Grade A
Honors Precalculus 2021-2022, Grade A

UC Berkeley

Computer Security, Fall 2022
Thermodynamics, Fall 2022
Berkeley Math Circle, Fall 2022
Academic Talent Development Program, Summer 2021

PROJECTS

GPU Path Tracer

Used the monte carlo method to sample light paths within a scene in order to generate a realistic image. Implemented using GPU compute and achieved real-time results. github.com/saada2006/GPURayTracer

Minecraft Shaders

Implemented visual computing algorithms in Minecraft via Optfine's shader pipeline. Implemented on the GPU and achieved real-time results.
github.com/saada2006/MinecraftShaders

Classifier

Wrote a basic classifier in C++ that is based on the Adaptive Linear Neuron algorithm. github.com/saada2006/MachineLearning

AWARDS

Science Olympiad

- 3rd place in regionals for experimental design, 2019
- 3rd place in regionals for elastic-launched glider, 2019
- 3rd place in regionals for density lab, 2019
- 4th place in state for density lab, 2019
- 1st place in regionals for experimental design, 2020
- 1st place in regionals for machines, 2020
- 1st place in regionals for density lab, 2020