

# SANJIV MURTHY

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## EDUCATION

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### University of California, Berkeley

Berkeley, CA (2016–Present)

- B.A. (Data Science, Computer Science) GPA: 3.40, Domain Emphasis: Business Analytics
- Activities and Societies: Kappa Delta Rho

## WORK EXPERIENCE

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### EmployToy

Data Science Intern

(May 2018 - Aug. 2018)

- Developed chatbot application for users to automate hiring using Node.js, JSON, Slack API, Botkit API.
- Designed 8 natural language processing flows to streamline bot functionality and query EmployToy database.
- Built web crawler and scraper in Python to extract KPIs from 300 companies; developed a training set for EmployToy's ML algorithms to predict employee fit for clients using user data and company culture metrics.

### Dragon Cloud LLC

Business Manager

(Nov. 2017 - Apr. 2018)

- Managed daily operations of web development agency; facilitated in hiring 7 contractors, accounted finances.
- Negotiated 25 web development contracts between company contractors and clients; Collaborated directly with CEO to implement new growth strategies to upscale the agency; closed \$30,000 in individual sales.
- Was offered a position to become an owner and hold 20% equity in the company (declined).

### Kaiser Permanente

SYEP Intern

(June 2015 - August 2015)

- Performed QA Testing for KP Preventive Care app (now My Doctor Online) with IT Team at KP Fremont.
- Created a platform for disadvantaged patients (e.g. language barrier, physical disability) to learn how to schedule video conferencing appointments, refill prescriptions, view lab results, get personal care information.
- Recommended UI improvements to app after polling patients which led to complete app redesign.

## PROJECTS

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### Market Sentiment Tracker

(July 2018)

- Monitors price data for 5 different stocks and cryptocurrencies and performs live Twitter sentiment analysis.
- Uses AlphaVantage API to fetch prices, uses Tweepy API to stream twitter sentiment into SQLite database.
- Implemented in Python and Flask, data visualized using Plotly Dash.

### BearMaps

(April 2018)

- Designed and implemented backend of a web mapping application of Berkeley (similar to Google Maps).
- Handles place searching, displaying map, zooming in/out, finding shortest path between 2 locations.
- Used OpenStreetMap dataset, implemented through Java and Apache Maven, hosted on AWS.

### World Hopper

(March 2018)

- Designed and implemented a 2D tile game for players to move around and interact with different worlds.
- Created an engine to generate random worlds of the game using Java; designed and implemented GUI for players to move around using keyboard and interact with the characters and objects in the world.
- Added UI elements and a main menu to improve appearance, keyboard, mouse interaction.

### PokerHands

(January 2018)

- Developed a statistical model to predict if a five card combination is a poker hand using Jupyter and Numpy.
- Created six algorithmic models using untrained dataset and showed 96 percent confidence in the best model.

## ABOUT ME

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### Technical Skills

- Python, Java, Git, MySQL, REST APIs, Node.js, Microsoft Azure, HTML, CSS, Pandas, Numpy, Photoshop.