

NEEL SASWADE

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EDUCATION

University of California, Berkeley 2021-2022
BA Cognitive Science
University of California, Santa Cruz 2018-2020
BS Cognitive Science / Computer Science Minor **GPA: 3.86** *Dean's Honor*
Coursework: Algorithms, Data Structures, Computer Assembly, Linear Algebra, Discrete Mathematics, Human Factors (UI/UX)
Activities: UC Santa Cruz College Scholar, Designer @ UCSC Creative Tech Design, Santa Cruz Artificial Intelligence Club

EXPERIENCE

Phonic January 2020 - Present
Software Engineering and UI/UX Intern *Foster City, CA*

- Fully designed and implemented Phonic themes and visualizations in React, helping grow the company 5x in valuation over five months
- Redesigned numerous user interfaces in Figma with implementations in React, greatly improving user experience on the platform.
- Developed a machine learning pipeline using text embeddings that translated audio surveys into a plot displaying the categories of each file, helping Phonic users interpret collected data appropriate behavior

Human Robot + Computer Interaction Lab @ UCSC April 2019 - Present
Researcher *Santa Cruz, CA*

- Researching and designing experiments to measure human interaction and engagement with robots
- Researching how robots solicit help while completing tasks and/or feedback on socially appropriate behavior

Quantum Mechanics Lab @ UCSD July - August 2016
Selected Researcher *San Diego, CA*

- Built and packaged computational models under Professor Joel Yuen-Zhou
- Applied models to simulate biological and physical phenomena in a birds eye view arcade style shooter

FIRST Robotics June 2015 - March 2018
Vice President + Mechanical Designer *Cupertino, CA*

- Led team of 20 students charged with creating robot accessories essential to testing pipeline
- Conceptualized, designed, and fabricated robotic mechanisms that helped team reach world championships
- FIRST Robot Design and FIRST Teamwork Awards (2015, 2016, 2017, 2018)

SKILLS

Programming Languages:	Python, C/C++, Java, Javascript (ES6)
Tools/Frameworks:	React.js, Node.js, React Native, HTML, CSS, SASS, NumPy, Pandas, sci-kit learn, NLTK, Seaborn, Firebase, Unix, Git
Visual Design:	Figma, Adobe XD, Sketch, Adobe Creative Suite, Solidworks

PROJECTS

Safemap React Native, Cloud Vision and NLP API, Google Maps API

- Mobile app powered by crowd-sourced data to pinpoint dangerous locations in a user's locale in real time. Users upload a photo which is analyzed to determine danger level. Dangerous events are marked by a pin on the map with relevant details to alert nearby users.

Schrodinger's Wave Game Java, Python, MATLAB, Processing

- Arcade style, bird's eye shooter with a blaster whose projectile's trajectory is modeled by Schrodinger's Equation of wave propagation.