

Siddharth Karia

Software Engineer

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Experience

Software Engineer Intern, [Uber](#)

05/2019 – 08/2019

- Mobile engineer on Driver Progression – assigned a high-impact project by mentor recommendation – coded from scratch a new rating/tipping screen on Android that's expected to increase global tips by 8% on rollout; already experiment-enabled in production
- First developer to use new mobile framework on Android – optimized architecture and code design to reduce existing code by 70%
- Backend project: helped migrate existing Python microservice to Golang to increase reliability and speed of API responses

Product Manager (prev. Android Developer), [Berkeley ASUC OCTO](#) | [Berkeley Mobile](#)

09/2017 – Present

- Product manager of [Berkeley Mobile](#) – the official UC Berkeley campus resource mobile application
- Lead 15-person engineering team sprints, user research, feature planning + implementation, and releases for mobile and backend
- Previously part of core Android team: completely redesigned and replaced the MVC framework of Transit to allow modular data from Firebase and to future-proof application; improved user interface for Transit, Dining Halls, and Libraries, while reducing crashes

Software Intern, [Cashbot.ai](#) / [Eyelevel.ai](#)

06/2018 – 01/2019

- Responsible for creating half of the fully-interactive web application using React, Redux, and node.js from scratch
- Refreshed old framework with a new React ARc methodology, Bootstrap (HTML and CSS), and server-side-rendering for Redux with Express JS; new site is faster, cleaner, and more efficient with improved user experience

Co-founder and Lead Developer, [Chargo](#)

07/2016 – 10/2017

- Started at the MIT Launch 2016 summer program, Chargo introduced a system of loanable portable chargers located in fast casual restaurants – successfully installed an MVP in two locations in Boston, MA
- Lead Developer - responsible for the product feature set, technical operations and coding the Android app

UX/UI Designer, [Hindsight](#)

11/2016 – 08/2017

- Designed the landing page and web layout – design is in use at hindsight.io
- Designed the entire iOS application (>100 screens) – design is currently in use on the iOS application

Education

University of California, Berkeley, B.S. EECS | Regents' and Chancellor's Scholar

2017 – 2021 (Undergrad)

- Related coursework: Advanced Algorithms, Data Structures, Computer Architecture, Operating Systems, Artificial Intelligence, Computer Security, Data Science, Information Devices and Systems (EE & Physics), Linear Algebra, Web Design, Database Systems
- Cumulative GPA: 3.6

Independent Projects

- Accepted to [Berkeley Skydeck hotdesk](#) 2020 for creating an end-to-end tech solution in the volunteer service hours market
- Won TRON's first prize at Berkeley's CalHacks 5.0 using IOT, backend + TRON's blockchain API, and mobile app technology
- Created a "Waze for foot-traffic" app for an innovation class using React Native and node.js Google Cloud Functions
- Have 2 released Android apps while in high school / middle school – "Chargo" and "Fair Split" (~100 users) on Google Play Store
- Created a linear algebra parent-child-matrix based VR mind map with Unity and Oculus at CalHacks 4.

Tech Stack + Skills

- Languages and technology:
 - Proficient in Java, Python, Android, C, React, Redux, HTML5, CSS3, JavaScript, React Native
 - Familiar with Golang, Node.js, Django, SQL, Firebase, GCP
- Comfortable with product management: user research and roadmaps, UI tools and design, feature experimentation
- Experienced with Git, debugging, object-oriented and full-stack programming, and using algorithms / data structures