Siddharth Karia
Software Developer

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Experience

Software Intern, Cashbot.ai / Eyelevel.ai
06/2018 – Present

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

Android Developer, Berkeley ASUC OCTO | Berkeley Mobile
09/2017 – Present

- Part of the core Android team at Berkeley Mobile – the official UC Berkeley campus resource mobile application
- Completely redesigned and replaced the BearMaps MVC framework to allow modularity and to future-proof application
- Improved ease of use for BearMaps, Dining Halls, and Libraries, while bringing crashes down
- Efficiently used several APIs including Google Maps + Places, Retrofit, Firebase, and Berkeley Mobile's own API

Co-founder and CTO, 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 and technical operations and coding the Android app
- Received 1st place at Hiller Shark Tank (MA) and 2nd place at Blue Ocean Entrepreneurship pitch competitions

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, EECS | Regents' and Chancellor's Scholar
2017 – 2021 (Undergrad)

- Related coursework: Python, Java, Algorithms, Data Structures, Computer Architecture, Designing Information Devices and Systems with Circuits, Multivariable Calculus, Linear Algebra, Electricity/Magnetism and Physics of Mechanics, Web Design.
- Cumulative GPA: 3.8

Independent Projects

- Won TRON's first prize at Berkeley's CalHacks 5.0 for project using IOT devices, backend + TRON's blockchain API, and mobile app technology
- 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 4.0
- Co-ran and volunteered at a robotics-teaching nonprofit called Youth of the Future during high school

Tech Stack + Skills

- Languages:
  - **Proficient** in Android, React, Redux, Java, Python, HTML5, CSS3, JavaScript
  - **Familiar** with C, Node.js, Django, SQL, Apache, Firebase, PHP, React Native, Scheme (Lisp)
- Comfortable with using Windows, MacOS, Unix/Linux, as well as many media and software applications (e.g. Justinmind, Android Studio, Logic Pro, Final Cut Pro, Adobe Lightroom, Unity, Adobe XD, Invision)
- Experienced with Git, debugging, object-oriented and full-stack programming, and UI/UX projects with responsive layouts