

## EDUCATION

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### University of California, Santa Cruz

#### Bachelor of Science in Computer Engineering

Coursework: Computer Systems and Assembly Language, Computer Systems and C Programming, Vector Calculus, Discrete Mathematics, Physics Mechanics, Physics Electricity and Magnetism, Beginning Programming in Python

Santa Cruz, California  
September 2019 - June 2023

## EXPERIENCE

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### Fremont Main Library — *Maker*

Helped build a Makerspace in the Fremont Main Library for public use.

Fremont, California  
Summer 2019

### Impressive Minds Academy — *Instructor*

Designed and taught a course to children from ages 8-13 about robotics, python, and game design.

Milpitas, California  
Summer 2017 - Summer 2018

## SKILLS

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C Programming  
Python  
Git

Swift  
Arduino C++  
HTML + CSS

MIPS Assembly  
Autodesk Inventor  
Fusion 360

## PROJECTS

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### Project Impulse

A robotic hand that can be controlled by a glove. Built with C++ and Fusion 360.

[github.com/sidkhabiya/ProjectImpulse](https://github.com/sidkhabiya/ProjectImpulse)

### SnapCycle

An iOS app that uses ML to check if trash is recyclable. Built with Swift and CoreML.

[devpost.com/software/snapcycle](https://devpost.com/software/snapcycle)

## AWARDS

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### Dean's Honors List - Fall 2019

Awarded to the top 15% of academic group at UCSC.

[honors.ucsc.edu/honors-programs/deans-honors](https://honors.ucsc.edu/honors-programs/deans-honors)

### AP + PLTW Achievement in Engineering

Awarded to high school students who partake in Advanced Placement and Project Lead The Way engineering classes.