

## EDUCATION

---

### University of California, Santa Cruz

#### Bachelor of Science in Computer Engineering

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

Santa Cruz, California  
September 2019 - June 2023

## EXPERIENCE

---

### 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

---

C Programming  
Python  
Git

Swift  
Arduino C++  
HTML + CSS

MIPS Assembly  
Autodesk Inventor  
Fusion 360

## PROJECTS

---

### 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)  
[instructables.com/id/PROJECT-Impulse](https://instructables.com/id/PROJECT-Impulse)

### SnapCycle

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

[devpost.com/software/snapcycle-2o19hz](https://devpost.com/software/snapcycle-2o19hz)

## AWARDS

---

### 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.