Aishani Sil

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< Computer Science @ Berkeley />

EDUCATION

University of California, Berkeley || Major: **Computer Science BA** || GPA: 3.8 || Expected Grad: May 2022
Relevant Courses: Algorithms, Data Structures (Java), Discrete Math & Probability, Calculus, Linear Algebra
Upcoming Courses (Finished By Spring 2021): Operating Systems, Computer Architecture & Machine Structures (taught in C), Databases

RECENT EXPERIENCE

ServiceNow || **Software Engineering Intern** — May 2020 – present
- Develop automated Selenium-driven tests for UX-QE team to increase efficiency of testing process for core platform features
- Create app platform for developers to easily request performance testing and specify requirements

Computer Science Mentors || **Discrete Math & Probability Mentor** — Jan 2020 – present
- Instruct 5 students in group tutoring twice a week on *COMPSCI.70* course content and scored average approval rating of 93% based on factors such as effectiveness in communicating concepts and answering questions
- Developed supplemental curriculum to ease transition to mandatory online classes during outbreak/shutdown

Juni Learning || **Instructor and Campus Ambassador** — Apr 2019 – present
- Teach school-aged students with weekly project-oriented curriculum in Scratch and Python to pick up debugging skills and learn about fundamental CS concepts (iteration, functions, conditionals, data stuctures, OOP)
- As campus ambassador, foster a welcoming campus environment among 80+ Juni instructors at Berkeley by organizing meetups and welcoming new instructors to the constantly-growing Berkeley instructor community

Student Association for Applied Statistics || **Director** — Dec 2019 – May 2020
- Advised committee of 10 members through research process by providing weekly technical workshops and guidance for paper writing and public speaking, as well as helping each member publish a final paper
- Collaborated with co-directors and campus tech clubs to provide an engaging club experience to 150+ members

Google || **Computer Science Summer Institute Student** — Jul – Aug 2018
- 3-week immersion program; worked on final project in team of four to deliver and present international travel web app that utilizes Python, Javascript, HTML, CSS, and Google App Engine to provide credible and concise information on 6 key countries as well as practical travel tips within an intuitive and clean interface
  - More features: currency converter with Fixer API, interactive packing list, postcard-themed suggestions page

PROJECTS

Web Egyptian War || Javascript, HTML, CSS — currently developing
- Implementing logic and UI from scratch to provide an accessible Egyptian War card gameplay experience by pressing keys to place cards and slap, as well as features to indicate each player's progress and give further info on past moves and state of the deck for transparency

Gitlet || Java — Nov – Dec 2019
- Designed object-oriented model of Git version control system with functional init, add, commit, checkout, branch, rm, merge and other related commands
- Utilized serialization and interaction with file system to permanently store Commit objects and mimic Git by allowing for tracking changes in directory

Game of Tablut || Java — Oct 2019
- Recreated ancient Nordic strategy game with functionality to move and capture pieces during various states of the game and integrated AI minimax algorithm to determine most optimal moves at each point in the game

SKILLS

Languages: Python, Java, Javascript, HTML / CSS (learning), C (learning)
Tools: Git, Eclipse, IntelliJ || **Other**: Teaching, Photoshop, Illustrator, Bengali, Microsoft Office

OTHER INVOLVEMENT

Facebook Above & Beyond Computer Science Program || Association of Women in EE/CS || Rewriting the Code
EECS Course Staff @ Berkeley || Society of Women Engineers