Aishani Sil

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< Computer Science @ Berkeley />

EDUCATION

University of California, Berkeley   **Expected Grad: May 2022**

Major: **Computer Science BA** | GPA: 3.8
Relevant Courses: Algorithms, Data Structures (in Java), Discrete Math & Probability, Calculus, Linear Algebra
Upcoming Courses (By Spring '21): Operating Systems, Computer Architecture & Machine Structures (in C), Databases

RECENT EXPERIENCE

ServiceNow | Software Engineering Intern   **May 2020 – present**
- Developing automated Selenium-driven tests for UX-QE team to increase efficiency of testing core platform features
- Creating universal one-stop shop platform for all developers to initiate and organize performance testing requests
- Gaining exposure to Agile methodology through working with team to deliver tests for web interface components

Computer Science Mentors | Discrete Math & Probability Mentor   **Jan 2020 – present**
- Instructed group of 5 students at Berkeley twice a week in course content and exam-taking strategies (Spring '20)
- Scored average approval rating of 93% based on effectiveness in communicating concepts and answering questions
- Actively developing and improving curriculum to be used in class by 40+ instructors and over 25% of students in the course who are enrolled in supplemental group tutoring (Fall '20)

Research and Publications Committee | Director   **Dec 2019 – May 2020**
- Advised committee of 10 members within university's Student Association of Applied Statistics on the research process through weekly technical, paper writing, and public speaking workshops and guided members in publishing final papers
- Closely mentored 3 members one-on-one to review project progress and share resources to address roadblocks
- Collaborated with co-directors and other tech clubs to provide engaging, educational experience to 150+ club members

Google | Student   **Jul – Aug 2018**
- Computer Science Summer Institute (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 project features: currency converter with Fixer API, interactive packing list, postcard-themed suggestions page

PROJECTS

Web Egyptian War | Javascript, HTML, CSS   **Jun 2020 – present**
- 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

Mini Version Control System | 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 interface and interaction with file system to permanently store Commit objects between sequential runs of the program 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; represented past game states in a Stack in space-efficient manner to allow players to undo moves
- Integrated AI minimax algorithm to determine most optimal moves for each player at each point in the game

SKILLS

Languages: Python, Java, Javascript, HTML | **Tools**: Git, Eclipse, IntelliJ, JUnit | **Other**: Photoshop, Illustrator, Bengali

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 | Juni Learning Coding Classes for Kids