Sohum Hulyalkar

sohum11 (at) berkeley (dot) edu | linkedin | github | website

Education

University of California, Berkeley Graduation Date: **Spring 2022**
Bachelors in Computer Science GPA: **4.0 (/4.0)**

Relevant Coursework: Data Structures (`CS61B`), Linear Algebra (`MATH54`), Efficient Algorithms (`CS170`), Probability & Random Processes (`EECS126`), Databases (`CS186`), Operating Systems (`CS162`), Artificial Intelligence (`CS188`), Machine Learning (`CS189`), Deep Learning (`CS182`), Computability & Complexity (`CS172`)

Work Experience

Software Engineer | Scale AI August 2022 – Present

- Serving as a product-facing full-stack engineer on the Generative AI team, with a focus in backend development and database design.
- Currently leading the engineering efforts in the Fraud Detection workstream, managing a team of 8 members. Spearheaded cross-functional initiatives centered on fraud prevention, detection, and post-detection response.
- Directed engineering efforts for the Deepmind pilot (now a significant company partnership). Collaborated closely with the Deepmind engineering team to develop new APIs and, within our platform, streamlined the transition of labelers from acquisition to production, prioritizing security, speed, and user experience.
- Incorporated a Google search API-based workflow to improve model responses during training data generation, a pivotal contribution to acquiring one of our largest customers.
- Mentored and managed a software engineering intern during Summer 2023, scoping the backend implementation and database design for his intern project—building an embedding store.

Lead Instructor | UC Berkeley May 2021 - August 2021

- Worked full time to teach UC Berkeley's summer iteration of Data Structures and Programming Methodology CS 61BL with 450+ students as one of the three lead instructors.
- Delivered weekly lectures, created course content (e.g. exams, projects, quizzes, labs, and worksheets), managed internal and external course logistics, and developed course infrastructure (e.g. website and Gradescope).
- Oversaw a course staff with 15 Teaching Assistants, 17 Tutors, and 80 Lab Assistants.

Software Engineering Intern | Intuit AugustMay 20220 – August 2020

- Worked with a team of seven to build a native iOS application from scratch and released it for alpha testing.
- Practiced efficient and scalable coding practices by developing reusable modules, implementing a Model-View-ViewModel (MVVM) pattern and optimizing graphQL queries.
- Started with no Swift experience and became proficient after learning UIKit, completion handlers, and protocol oriented programming.
- Adopted an agile workflow and learned the production pipeline with frequent code reviews and pull requests.

Projects

Online Escape Room June 2020

- To foster creativity and social interaction in the pandemic, I created an online escape room from scratch featuring self-made, never-before-seen puzzles that now has 10,000+ of plays.

Hidden Message | ***Java***, *Spring Boot, Javascript, HTML, CSS* June 2019

- Wrote a randomized algorithm in Java that accepts a list of words and a message and creates a wordsearch such that the untouched letters spell the given message.
- Published the project as a stand-alone web application using a Spring Boot Framework.
- No existing algorithm comes anywhere close in correctness, either adding random letters after the hidden message or often failing to produce a wordsearch satisfying the given specifications.

Skills and Awards

Languages: Typescript, Javascript, Python, Java, SQL, C, SQL, Html, CSS, Assembly, YAML, MATLAB
Developer Tools: Git, Snowflake, Mongo, PostgreSQL, AWS, React, Docker, Visual Studio Code
Awards: 2021-2022 EECS Outstanding TA Award, 2020-2021 Outstanding Graduate Student Instructor, Upsilon Pi Epsilon CS Honor Society (Top 30%), Los Gatos High School Salutatorian