Sanskar Siddharth

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EDUCATION

University of California, Berkeley   **May 2024**
B.S in Electrical Engineering and Computer Science   3.60 GPA

- Relevant Coursework: Data Structures and Algorithms, Discrete Mathematics and Probability Theory, Structures and Interpretations of Computer Programs, Designing Information Devices and Systems, Recommendation Systems in Machine Learning, Introduction to Artificial Intelligence

Buffalo Grove High School   **May 2020**
High School Diploma, Highest Honors   4.67 GPA

- Relevant Coursework: Multivariable Calculus, AP Computer Science A, AP Computer Science Principles, Mobile App Development, College Cybersecurity

Skills: Java, JavaScript, Python, Swift, Scheme, SQL, Public Speaking, Problem Solving, Money Management

WORK EXPERIENCES

Pikfarm – Front End Developer and Marketing Consultant   **June 2021 – Present**
- Used Flutter and Firebase technology to develop application UI and UX for MIT Sandbox-funded start-up
- Assisted in creating brand identity and developing marketing plan

UC Berkeley Engineering Department – Tutor: Data Structures and Algorithms   **June 2021 – August 2021**
- Curated lesson plans and discussion sections for a weekly rotation of 30 students in topics such as Asymptotic Analysis, Graph/Tree Traversals, and Sorting Algorithms
- Contributed to Quality Assurance of worksheets and exams for class size of 300 students

Allstate Insurance - Cyber Security Intern   **May 2019 – June 2019**
- Cyber Security Pen tester for RED/BLUE team exercises to verify the integrity of security systems
- Implemented data forensic and surveillance to uphold code of conduct and eliminate malware on employee computers and internal servers

LEADERSHIP EXPERIENCE

Berkeley Engineering Student Council – Senior Treasurer   **December 2020 –Present**
- Organized finance workshops and built connections with affiliated clubs
- Allocated and managed budget of $93,000

The Motherboard - Co-founder & President   **August 2018 – May 2020**
- Created a space for students in highschool interested in all aspects of computer science to bring attention to the depth and breadth of the field
- Curated resources and opportunities for students to explore computer science and understand its real-world applications through personalized hands-on experience

PROJECT WORK

Project Pacman (Python)
- Created a zero-sum game that operated Pacman agents based on varying search algorithms and heuristics to determine optimal movements for the Pacman agent against multiple optimally performing adversarial agents

Build Your Own World (Java)
- Implemented pathfinding algorithms such as A* to create interactive, seed-based, randomly generating 2D worlds

Gitlet (Java)
- Developed a version-control system capable of creating and editing multiple remote repositories through sha-1 file identification and serialization that enabled persistence

Scheme Interpreter (Python)
- Designed an interpreter that tokenized inputs to interpret the Scheme coding language

DLSoles (Python) – Marketing and Technical Consultant
- Developed software to maintain and resupply inventory to assure demand was met accordingly
- Created campaigns to locally and digitally promote products amongst target demographic

AWARDS/HONOR SOCIETIES

- Visa Consulting Case Competition 2021 Semifinalist – BGHS Computer Science Student of the Year (2020) – BGHS Math Student of the Year (2020) – CyberPatriot Gold Division State Champion (2020) – DECA International Semifinalist (2019)
- National Honor Society – National Technical Honor Society – National Spanish Honor Society