Sumeet Chaudhari

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EDUCATION

- **University of California, Santa Barbara** Activities: Coders SB, USCB Climbing Team Captain
  B.S. Computer Science; GPA: 3.98 *Sep. 2018 – Mar. 2021*

- **Mission San Jose High School** Activities: National Honors Society, Men's Volleyball Team Captain
  High School Diploma; GPA: 4.25 *Aug. 2014 – Jun. 2018*

EXPERIENCE

- **University of California, Santa Barbara** Goleta, CA
  Research and Course Assistant *Aug. 2019 – Present*
  - **Research Assistant - Doherty Research Group (Chemical Engineering)**: Research on crystallography and crystal growth engineering. Assisted with the development of ADDICT3, an application which provides an automated implementation of mechanistic models that predict the shapes of crystals grown from solution. This enabled the transfer of our research into industry and the software is currently supported by multinational pharmaceutical companies. Written in MATLAB.
  - **Course Assistant - Advanced Application Programming**: Served as a course assistant for a UCSB computer science class focused on creating Java applications by using Spring Boot and Thymeleaf. Involved in creating homework, lab assignments and exams.

- **237networks** Fremont, CA
  Machine Learning Internship *Jun. 2019 – Sep. 2019*
  - **Time Series Forecasting**: As a startup in the Bay Area, 237networks is focused on cybersecurity. I was tasked to analyze the packet flow to a website and continuously train a model to develop "normal" patterns based on parameters such as minute of the hour, hour of the day, day of the week, etc. My goal was to detect anomalies with time series forecasting and alert the company of when to trigger their cybersecurity protocol.
  - **Tensorflow/Keras**: TensorFlow is an open source software library which can be used for machine learning applications. I used high-level APIs from TensorFlow as well as Keras, a neural network library, to create a deep learning neural network for time series anomaly detection in Python.

PROJECTS

- **Rock Climbing Scorecard**: Created an application that improves the climbing competition experience by automating the scoring and verification processes involved. With this app, users can create and customize competitions that other users can join and compete in. Built a RESTful API with NodeJS for the back-end server (to store information about the competition and its participants) and a web app with React for the front-end interface.
- **Phone Mouse**: Developed an Android app that allows users to use their smartphone as a wireless mouse for their laptop using Wi-Fi signals and the gyroscope sensors.

PROGRAMMING LANGUAGES/SKILLS

- Python, Javascript, C++, Java, Scheme, MATLAB, SQL, Postgres, Git, LaTeX, NodeJS, React, Spring Boot

COMPUTER SCIENCE COURSEWORK

University of California, Santa Barbara

- CS 16 (Problem Solving with Computers I) – A
- CS 24 (Problem Solving with Computers II) – A+
- CS 40 (Foundations of Computer Science) – A
- CS 32 (Object Oriented Design) – A
- CS 64 (Computer Organization/Logic Design) – A
- CS 48 (Computer Science Project) – A

- CS 130A (Data Structures and Algorithms I) – A-
- CS 130B (Data Structures and Algorithms II) – A
- CS 111 (Introduction to Computational Science) – A+
- CS 138 (Automata and Formal Languages) – A
- CS 154 (Computer Architecture) – A
- CS 170 (Operating Systems) – A+
- CS 165B (Machine Learning) – A+