

# TARANG SRIVASTAVA

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## EDUCATION

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**University of California, Berkeley • Berkeley, CA** August 2019 – May 2022  
*Bachelor of Arts • Computer Science* GPA: 3.85/4.0  
*Bachelor of Arts • Applied Mathematics & Statistics Concentration*

**South Brunswick High School • South Brunswick, NJ** September 2015 – June 2019  
• Outstanding Math Student • GSET nomination for Top 3 in class of 700 • Honor Roll GPA: 4.4

## WORK EXPERIENCE

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**Undergraduate Student Instructor (TA) – UC Berkeley EECS Department** June 2020 – Present  
Berkeley, CA

- TA for CS70: Discrete Mathematics and Probability Theory, a 700 person class covering topics like logic, graph theory, RSA, computability, discrete and continuous probability, Markov chains and more.
- Responsible for heading discussion sections, creating course material and administrating course grading.

**Software Engineering Intern – Vydia** June 2018 – August 2018  
Holmdel, NJ

- Worked on developing and maintaining web and mobile applications for artists and producers.
- Was part of a team of full-stack developers in Agile workflow.
- Used JS, react and react-native for featur development. Revamped internal DevOp setup with Docker.

## PROJECTS

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**Math Animations – YouTube** May 2020 - Present

- Using 3B1B's Manim tool to create math animations to describe and visualize intricate math topics.
- Videos include topics about polar decomposition and paradoxical probability topics.

**Recap – Stanford Hackathon** February 2020

- Created a web application with React, to show local sourced news to a wider audience.
- With a primary focus on creating an interface that incites discovery.

**Docker Migration – Vydia Internship** July 2018 – August 2018

- Upgraded the entire teams development environment to use containerization tech.
- Saves around four hours in onboarding process, and around half hour per developer in daily usage.

**LED Authenticator – NJ Hackathon** May 2018

- Hardware device powered by Arduino and Android app to verify logins using AES.
- Provides a two-step authenticator in a fun way, to encourage usage.

**Gofer – Alpha Product** March 2018 - August 2018

- Android app for creating a network for local commerce by requesting and completing tasks.
- Needed a way to get stuff from around our town so we created this app to request help from seniors.

**Mousetrap/Electric Vehicle – Science Olympiad** January 2016 - March 2019

- Created the most efficient vehicle with stored potential energy in mousetrap. Placed 3rd in NJ.
- Used Arduino to control vehicle to accurately drive a programmed distance. Placed 4th in NJ.

## TECHNICAL SKILLS

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- Programming languages: **Python, Java**, JavaScript, Swift, Kotlin, Matlab, LaTeX, HTML/CSS
- Software: Docker, Android Studio, XCode, Git, Unity, Linux, SQL, Tensorflow
- Other computer experience: MS Office Suite, GSuite, Photography, Adobe Photoshop
- Non-Technical: Agile workflow, experience teaching students, organizing events of 50+ people.

## HIGHLIGHTED COURSEWORK

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- **Computer Science:** Data Structures and Algorithms, Computer Programs, Android and iOS Development, Linux SysAdmin, Web Design, Designing Information Devices and Systems
- **Mathematics:** Real Analysis, Abstract Linear Algebra, Discrete Math, Probability Theory, Multivariable Calculus, Differential Equations, Numerical Analysis

## EXTRA CURRICULAR ACTIVITIES

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- Volunteer to tutor group of 4-5 students learning discrete math and probability theory, CS 70 at Berkeley.
- Social Chair in the Math Undergrad Student Association, hosting events to encourage math community.