

Vikas Sharma

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EDUCATION

University of California, Berkeley (May 2021)

Berkeley, CA

B.A. Candidate: Computer Science

Activities/Societies: Berkeley Model United Nations, Berkeley Zahanat (Dance team), Computer Science Mentors

WORK EXPERIENCE

UC Berkeley, Haas School of Business

Berkeley, CA

Undergraduate Researcher

Jan 2019 – Present

- Built web scraper using python and the BeautifulSoup python library to scrape crypto mining/energy usage data
- Stored and manipulated data in SQL to explore patterns and fluctuations in pricing data and demand over time
- Utilized Jupyter Notebook and Tableau to analyze the relationship between crypto mining and energy prices

Silicon Valley Artificial Intelligence

San Francisco, CA

Growth and Development

Sep 2017 – May 2018

- Leveraged various growth strategies including email marketing, podcasts, and blog posts to grow network
- Helped to coordinate logistics for PIRCC Collaborative Cancer Genomics hackathon with 200+ in attendance
- Collaborated with UC Berkeley professors and organizations to bring industry professionals for SVAI events

LEADERSHIP AND ACTIVITIES

Computer Science Mentors (CSM)

Berkeley, CA

CS61B (Data Structures) Mentor

Jan 2018 – Present

- Hold 1 hour weekly sessions and discussions during which I primarily teach data structures and algorithms
- Help prepare students for Computer Science exams through worksheets, exam walkthroughs, and HW parties
- Aided students with course content, taught in Python, Scheme, and SQL, during office hours and lab sections.

Berkeley Model United Nations (BMUN)

Berkeley, CA

Head-Chair/External Deputy

Sep 2017 – Present

- Chaired 3 MUN committees, facilitating debate on IR, political and economic policy between 200+ delegates
- Coordinated and registered 2000+ delegates for our 67th conference and 300+ students for fall workshop
- Wrote technical research paper on smart city development and energy capture endorsed by Nutter Consulting

PROJECTS

Amazons Game

- Interactive Checkers-inspired game with human and artificial intelligence player options
- Used game trees and alpha-beta pruning to create an AI player that is efficient and wins in under 10 moves

Enigma Machine

- Program modeling the Enigma Machine used in WWII that encodes/decodes inputs through alphabet wheels
- Utilized hash maps and scanner functions to read user input and scramble input through 3+ rotor movements

Berkeley Maps

- Built backend of a web server designed to rasterize images corresponding to a map of a region requested
- Implemented Dijkstra's, A*, and search algorithms to determine shortest paths and routing options

SKILLS AND RELEVANT COURSES

Technical Skills: Java, Python, Git, SQL, HTML/CSS, JavaScript, React, Tableau

Relevant Courses: Structure and Interpretation of Computer Programs, Blockchain Fundamentals, Calculus, Data Structures and Algorithms, Foundations of Data Science, Discrete Mathematics and Probability

AWARDS AND HONORS

Two-time Cal Alumni Association Leadership Award Recipient

October 2017/2018

Presidential Volunteer Service Award

May 2016

Michigan Math Prize Contest Finalist (MMPC)

April 2016

National Merit Commended

September 2016