

Vikram Kher

COMPUTER SCIENCE | APPLIED MATH

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Education

University of Southern California - Viterbi School of Engineering

Los Angeles, CA

BACHELOR OF SCIENCE IN COMPUTER SCIENCE & BACHELOR OF ARTS IN APPLIED MATHEMATICS

August 2018 - PRESENT

- GPA: 4.0/4.0
- Dean's List (2018-2019)
- Expected Graduation Date: May 2022

The Overlake School

Seattle, WA

HIGHSCHOOL

August 2014 - June 2018

- Cumulative GPA: 93/100, unweighted
- SAT: 1560/1600 | SAT Math 2: 800/800 | SAT Physics: 800/800

Skills & Courses

Languages C++ (Proficient), Python (Proficient), Java (Proficient), HTML/CSS (Proficient), JavaScript (Intermediate)

Courses

Principals of Software Development, Introduction to Algorithms and Theory of Computing, Data Structures and Object Oriented Design, Calculus 3, Linear Algebra, Probability Theory

Experience

Computation and Data Driven Discovery Lab

Los Angeles, CA

USC VITERBI RESEARCHER

May 2020 - Present

- Developed predictive modeling systems to determine ICU outcomes for COVID-19 patients
- Conducted exploratory data analysis with data sparsity matrices, t-SNE analyses, correlation matrices

Clari5

Seattle, WA

SOFTWARE ENGINEERING INTERN (PART TIME) - FINANCIAL TECHNOLOGY COMPANY

September 2019 - December 2019

- Designed, implemented, and compared different string metric algorithms to reduce false-positive bank fraud alerts

The Code School

Los Angeles, CA

PROGRAMMING INSTRUCTOR & MENTOR - COMPUTER SCIENCE EDUCATION NONPROFIT

September 2019 - PRESENT

- Teaching on weekly basis fundamentals of Computer Science and Python syntax to youth
- Mentoring traditionally underrepresented groups in Computer Science

Projects

Gladeo iOS App

CODE THE CHANGE

2020

- Worked in team to develop app for career mentorship non-profit Gladeo
- Utilized Node and Express to create backend routes to handle account creation, password resetting, among other services
- Employed React to create account information screens for users

NP-Hardness in Popular Puzzle Game Baba is You

PERSONAL

2020

- Worked with Theoretical Computer Science PhD student to develop reduction from 3-SAT to in-game map
- Part of an ongoing paper that will include reductions for other games

Interests & Clubs

Interests Russian Literature, Pocket Billiards, Art History

Clubs Code the Change (Developer position), Association of Computing Machinery