VIRAJ MAHESH

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EDUCATION

University of California, Berkeley
B.S. in Electrical Engineering and Computer Science
Minor in Public Policy
GPA: 3.95 / 4.00
Expected Graduation: May 2017

LINKS

github.com/virajmahesh
linkedin.com/in/virajmahesh

SKILLS

Programming Languages
Python, Java, Scala, Ruby, C/C++, JavaScript
Data Science Tools
NumPy, SciPy, Scikit-Learn
R, SQL, Matlab
Front End Frameworks
jQuery, AngularJS, Bootstrap
Back End Frameworks
Rails, Django, Spring , Hibernate

AWARDS

Dean's List (Fa13, Fa14 - Sp16)
Achieved a GPA in the top 10% of all College of Engineering Undergraduates
CGI U Codeathon, (April 2016)
Won first place at the codeathon organized by the Clinton Global Intiative by developing an app that helps college students improve their mental health.

EXPERIENCE

GOOGLE | ASSOCIATE PRODUCT MANAGER INTERN
June 2016 - August 2016 | San Bruno, CA

- Design and prototype a tool that will enable YouTube Red to create promotional offers faster.
- Work cross functionally with engineering, design and legal team to develop features that are critical to growing YouTube Red's subscription business.

OKTA | SOFTWARE ENGINEERING INTERN
June 2015 - November 2015 | San Francisco, CA
Okta is an integrated identity and mobility management service

- Built a feature using **Java** that imports users' profile. images from Active Directory and provisions them to applications
- Led a team of four interns during Okta's Intern Hackathon.

AUTOMATION SCIENCES LAB | UNDERGRADUATE RESEARCHER
Research Mentor: Professor Ken Goldberg
September 2014 - Present | Berkeley, CA

- Lead developer for Jester 5.0 (http://eigentaste.berkeley.edu), a joke recommendation engine that uses the Eigentaste algorithm.
- Built Jester's backend using **Python**, **Django** and **MySQL** and the frontend using **Bootstrap, AngularJS** and **jQuery**.

INFOSYS | SOFTWARE ENGINEERING INTERN
June 2014 - August 2014 | Bangalore, India

- Built a UI automation engine using **Java**, **OpenCV** and **Python**.
- Created a Diagnosis Automation Engine that uses machine learning to build a Bayesian Network from event log data.

SELECTED PROJECTS

VIRTUAL GAME BOY | 2015

- Built a Gameboy Color emulator using C++.

KEY VALUE STORE | 2015
Class Project for CS 162 - Operating Systems

- Parallelized GET and PUT operations on a distributed key value store and implemented Two Phase Commit to coordinate servers.