# VIVEK HEBBAR

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## Education

**University of California, Berkeley** **2013 – Present**

- B.S. in Electrical Engineering and Computer Science
- **Classes:** Discrete Mathematics and Probability • Optimization Models and Applications • Machine Structures • Data Structures and Software Engineering • Structures and Interpretation of Computer Programs • Introduction to Microelectronic Circuits • Signals and Systems

## Experience

**EE40LX Course Coordinator, BerkeleyX (edX)** **Jan 2015 – Present**

- Prepare material, guides for circuit analysis MOOC with 20,507 members

**Technology Associate, Optimir Consulting** **September 2014 – Present**

- Conduct market research and develop business recommendations for start-ups
- Provide software advisory services to clients, including code development and testing

**SAS Text Analytics Intern, SAS Institute** **May – August 2014**

- Wrote server and client-side code to make SAS Contextual Analysis tool RESTful
- Created SAS programs and a methodology to analyze SAS tech support data with the Contextual Analysis tool

**NASA DEVELOP Team Lead, Langley Research Center** **June – August 2013**

- Oversaw a team of 8 undergraduate students
- Used satellite data to create solar energy availability maps for the Mid-Atlantic region in collaboration with the local solar energy industry

**NASA DEVELOP Intern, Langley Research Center** **June – August 2012**

- Presented NASA Research at American Geophysical Union Fall Meeting, an annual 20,000 person conference dedicated to physical science
- Took NASA satellite imagery and quantitatively assessed health and air quality effects caused by the smoke of a local fire in the Great Dismal Swamp, Virginia

## Skills

**Languages:** Python, Java, C, SAS, JavaScript, HTML/CSS, MIPS, MATLAB, SQL
**Frameworks:** Spring (REST API, MVC), Bootstrap, OpenMP, Intel SSE, Hadoop, Spark
**Software:** ArcGIS, Sublime, Vim, Emacs, SAS Visual Analytics

## Projects

**Optimir Website** **Nov 2014**

- Revamped outdated site using Bootstrap and JavaScript plug-ins

**Stereogram Generator** **Fall 2014**

- Created a program in C to generate depth maps from two similar images, and wrote another program to take depth maps and create 3-dimensional stereograms

**Spark Puzzle Solver** **Fall 2014**

- Generated puzzle solutions for large board sizes using MapReduce framework

**Network** **Spring 2014**

- Developed an AI for an instructor-devised board game that utilized alpha-beta pruning and depth first search path checking