

VIVEK HEBBAR

linkedin.com/in/vivekhebbbar • vivek.hebbbar@berkeley.edu • (919) 324-2220

EDUCATION

University of California, Berkeley *2013 – Present*

- B.S. in Electrical Engineering and Computer Science *3.5 GPA*
- *Relevant Coursework:* Machine Learning, Artificial Intelligence, Advanced Algorithms, Databases, Convex Optimization, Computer Architecture, Data Structures, Introduction to Circuits

EXPERIENCE

Apple Inc. – Product Operations Intern *Summer 2016*

- Interned with iPhone Product Operations Quality Data Science Team
- Augmented client, server, and database side code of internal web application used to collect factory data by implementing database archival, template duplication, download of all data for template
- Devised tool to leverage internal API to download voluminous manufacturing test data across wide date ranges by intelligently dividing request into smaller time spans, merging request results
- Created Python script to automate component data extraction from bill of materials matrix using internal API

NASA Ames Research Center – NASA ISRDS Intern *Spring 2016*

- Interned with NASA's Intelligent Systems division
- Conducted research regarding the use of 3D LIDAR object recognition for unmanned air vehicles

Berkeley CS Department – CS61B Reader (Data Structures) *Fall 2015*

- Assisted students by holding tutoring sessions, office hours, and discussion sections
- Graded projects and exams for Data Structures class

SAS Institute – Text Analytics Intern *Summer 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 email data with the Contextual Analysis tool

SKILLS

Languages Python, Java, C, SAS, JavaScript, HTML/CSS, MIPS, MATLAB, SQL

Frameworks Hadoop, Spark, Git, Spring (REST API, MVC), Bootstrap, OpenMP, Intel SSE

Software ArcGIS, Sublime, Vim, Emacs, SAS Visual Analytics

PROJECTS

DraftKings AI *Spring 2016*

- Generate line-ups for daily fantasy sports contests using projected points assigned by a linear regression trained on player data scraped from the web

Handwritten Digit Classifier and Spam Filter *Spring 2016*

- Fully implemented neural networks, decision trees, Gaussian classifiers, SVMs in Python

PacMan AI *Fall 2015*

- Solved various PacMan-related search problems by implementing A*, DFS, UCS, Minimax search algorithms and optimizing heuristics

Spark Puzzle Solver *Fall 2014*

- Generated Game of Fifteen puzzle solutions for large board sizes using MapReduce framework