

EDUCATION

University of California, Berkeley – Expected May 2024

GPA: 3.78/4.00

Computer Science (B.A.)

Related Coursework: Data Structures and Algorithms, Probability Theory and Random Processes, Principles and Techniques of Data Science, Discrete Mathematics and Probability Theory, Structure and Interpretation of Computer Programs, Multivariable Calculus, Linear Algebra and Differential Equations.

Honors: Dean's List (Fall 2021), Dean's List (Fall 2022), Chevron Scholar.

TECHNICAL SKILLS

- **Languages:** Java, Python, JavaScript, SQL (Postgres), HTML/CSS, MATLAB
 - **Frameworks:** React, React Native, Spring Boot, SQLite3, Flask, Junit
 - **Libraries:** pandas, NumPy, Seaborn, Matplotlib
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WORK AND LEADERSHIP EXPERIENCE

Zendesk – SAAS Company

Berkeley, California

Software Developer

March 2023-May 2023

- Currently working on integrating the Zendesk SLA functionality with Classic (Ruby on Rails application) and migrating the existing SLA settings to a new React based “Admin Center Framework.”

Flexcar – Car Sharing Company

Berkeley, California

Software Developer

August 2022-December 2022

- Designed and developed a stand-alone scalable mobile application providing Flexcar associates a seamless user experience in task-tracking with role-based user functionalities using React Native, Spring Boot and PostgreSQL.
- Designed database models and converted wireframes to front-end components. Also added filter, sort, and type-ahead search functionality
- Decreased new-user onboarding time by almost 75% by migrating Flexcar's spreadsheet solution to task-management through a mobile-application.

UC Berkeley Mathematics/Statistics Student Learning Centre

Berkeley, California

Mathematics Course Staff Tutor

August 2022-Present

- Led a study group and exam reviews for single and multi-variable calculus & linear algebra. Formulated weekly worksheets and mini-lectures to help students learn course content better.

PlexTech Software Consulting @ UC Berkeley

Berkeley, California

Vice President of Internal Affairs

December 2021-May 2022

- Coordinated internal operations across the 5 branches of the club, reorganizing social culture within the club and devising plans for future social activities to promote better collaboration between each of the 50+ club members.
 - Co-led a 5-member multimedia committee that is responsible for marketing of the club. Devised strategies like greater frequency of email-blasts and social media posts to raise awareness about the club.
 - Implemented knowledge about Instagram's SEO to reach a greater audience, resulting in applications to the club and attendance at club info-sessions increasing by approximately 125%.
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PROJECTS

- **Autotrader Bot – Algorithm that uses pairs trading strategy to trade a Future and an ETF**
 - Designed an algorithm using concepts like Bollinger Bands, Moving Averages, and the Relative Strength Index to pairs trade a chosen pair of a Future and ETF
 - Implemented trading strategy in Python and tested it in Optiver's simulated exchange
- **Gitlet – Version Control System (Git CLI)**
 - Developed a version-control system in Java that replicates functionalities like merge, checkout, commit from Git.
 - Implemented data persistence to save and restore backups of directories of files and commits
- **Build Your Own World (ByoW) – World Generator Game Engine**
 - Developed a game engine in Java that generates with controllable characters and an interactive movement system controlled by keyboard input.
 - Implemented save-load feature using persistence to restore game sessions from previous states.
 - Implemented Dijkstra's Algorithm as in-game collectible to find shortest path to endpoint.