

NIRVIK BARUAH

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EDUCATION

Stanford University

September 2019 - June 2023

B.S. Computer Science; Minor in Mathematics and Classical Languages. **GPA 4.0**

Relevant Coursework: Advanced C++ Programming, Computer Science Teaching, Computer Systems, Object Oriented Programming, Latin.

EXPERIENCE

AI Lab - Brown University

Summer 2020

- Built a literature search engine for geneticists to efficiently retrieve the latest information on 25,000+ genetic mutations and diseases from various scientific publications.
- Scoped project and iterated with professors and relevant stakeholders at the Warren Alpert Medical School of Brown University.
- Python (BeautifulSoup), Node.js, Lucene, Docker, Heroku, Git

Tech Fellow TreeHacks

Summer 2020 - Present

- Building platform to facilitate team formation and ideation for >3000 participants in the first virtual iteration of Stanford's premier hackathon
- Working closely with the co-directors of program to overhaul the current technical infrastructure in the face of challenges presented by COVID-19
- Using MERN stack (MongoDB, Express, React, Node.js)

Teaching Assistant Stanford University

Spring 2020 - Present

- Taught students fundamental concepts from sorting to bitmap image processing
- Held weekly classes where I taught problem solving strategies and programming best practices
- Held office hours to debug student code in Python and C++ for over 600 students in Stanford University's largest computer science course

PoliSpectrum Co-Founder

Summer 2017 - Summer 2019

- Co-founded a company at an MIT startup incubator to solve political news bias
- Aggregates and summarises online news from political sources using extractive text summarisation
- Served as full-stack developer using LAMP stack and pitched product to VCs in the Boston area

PROJECTS

TensorFlow Chess Engine

Created a self-learning chess engine using Python and TensorFlow with a neural network in place of a static evaluation function. Implemented an algorithm shell, GUI, and test cases. Wrote findings in an academic paper which compares the effectiveness of a neural network chess engine to an engine implemented with a static evaluation function.

ScheduleMe

Programmed an iPhone application using Swift and Objective-C for students in my high school to automatically generate revision timetables for exams. Synced with Google Calendar API and allowed users to customise a number of parameters to seamlessly integrate schedules with school activities.