

Arnav Mahadev

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EDUCATION

University of California, Berkeley

Bachelor of Science in Electrical Engineering and Computer Sciences - **GPA: 3.73/4.0**

Berkeley, CA

Expected May 2028

RELEVANT COURSEWORK

Machine Learning, Data Structures, Efficient Algorithms, Database Systems, Computer Security, Computer Architecture, Internet Architecture, Discrete Math, Probability Theory, Linear Algebra, Multivariable Calculus, Circuits & Devices, Physics: Electricity & Magnetism

EXPERIENCE

iPick.ai

Software Engineer & Project Manager

Jan 2026 – Present

Berkeley, CA

- Architected a graph-based company relationship visualizer using **React, D3.js, and PostgreSQL**.
- Built a supplier/subsidiary relationship extraction pipeline across **5,000+ public company tickers**, storing structured supplier/subsidiary edges in PostgreSQL to power graph-based visualization in the frontend.
- Led a team of engineers toward a May 2026 live demo milestone for a CEO-facing client deliverable.

Claythis

Software Engineering Intern

May 2025 – Aug 2025

San Mateo, CA

- Developed a Unity-based game showcasing Claythis's AI-driven 3D model generation pipeline.
- Implemented modular weapon & health systems (reload, recoil, animations, armor, healing) enhancing code maintainability and **reducing future implementation time by 40%**.
- Presented the project to **15 stakeholders and potential clients**, demonstrating the product's capabilities.

PROJECTS

SaveBites | JavaScript, Python, React, HTML/CSS

Sep 2025 – Dec 2025

- Designed and developed a **RESTful API** using **Node.js** and **Express** to create, read, update, and delete ingredients and their quantities to a **MongoDB** database.
- Developed an **Optical Character Recognition (OCR)** pipeline that cleans the image (grayscale, deskewing, noise reduction), extracts the text and parses the relevant information to update the database from receipt images.

Build Your Own World | Java

Apr 2025 – May 2025

- Developed a deterministic, seed-based 2D world generator utilizing various **data structures and algorithms**.
- Implemented and tested a line of sight feature for the user and **save/load functionality** for the game state.

Wordle | JavaScript, HTML/CSS

Mar 2024 – Apr 2024

- Designed a web-based Wordle, implementing game state management, guess validation, and real-time visual feedback.
- Built a clean, robust user interface and presented the implementation details to **30+ peers**.

Hexapod Robot | C++

Jun 2023 – Jul 2023

- Engineered a 6-legged robot with multi-directional movement, obstacle avoidance, and real-time sensor integration.
- Designed breadboard layout and soldered connections for **18 servo motors, ultrasonic sensor, and LCD display**.
- Presented the project design with a live demo of the robot's capabilities to an audience of **50+ people**.

TECHNICAL SKILLS

Languages: Python, JavaScript, Java, SQL, C/C++

Backend: Node.js, Express, RESTful APIs

Frontend: React, HTML/CSS

Databases/Tools: MongoDB, PostgreSQL / Docker

ACTIVITIES

Eagle Scout | Scouts BSA Troop 476

Mar 2017 – Feb 2024

- **Mentored 5 scouts** through leadership roles while completing 7 years of service and activities.
- Planned and led a classroom painting project, managing **15 volunteers** end-to-end.
- Completed 150+ service hours, 75+ nights of camping, and 120+ miles of backpacking.

Grassroots Referee | U.S. Soccer Federation

Jun 2016 – Jun 2024

- Officiated **300+** youth soccer matches, ensuring safety and fair play through consistent rule enforcement.
- Collaborated with referees, coaches, and players to manage conflict and maintain match flow under pressure.
- Recognized with the **2017 Youth Referee of the Year Award** by the San Jose Soccer Referee Association.