Siddharth M. Bhatia

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I am a Stanford Computer Science undergraduate with a passion for creative innovation at the intersection of explainable artificial intelligence and human-centered software development.

Education

Stanford University   **Stanford, CA**
Bachelor of Science in Computer Science   *2024 – 2028*
Expected Coursework Completion by June 2025:

Programming Abstractions (CS 106B)	Artificial Intelligence: Principles and Techniques (CS 221, Graduate-Level)
Natural Language Processing with Deep Learning (CS 224N, Graduate-Level)	Foundations of Data Science; A+ (UC Berkeley)
Mathematical Foundations of Computing (CS 103)	Linear Algebra, Multivariable Calculus, and Modern Applications (Math 51)
Intro to Probability for Computer Scientists (CS 109)	

Skills: Proficient in Swift, Java, Python, C++, JavaScript, HTML/CSS, R

Frameworks: PyTorch, React, NextJS, SwiftUI, TensorFlow

Computer Science Experience & Awards

Researcher, Stanford HAI / CRFM   *Jan 2025 – Present*
- Developing UK AISI-adopted frameworks to evaluate LLM capabilities & risks regarding cybersecurity; training AI agents to locate vulnerabilities in production networks.

Congressional App Challenge, Winner   *Jan 2023*
Pocket Congress (available on iOS App Store, Swift / SwiftUI)
- Created the first app allowing everyone to track decisions of representatives and senators from their phone; live updates from government APIs. Optimized for speed, synthesized three decades of Congressional data into an accessible, insightful format.
- 19,000 users; presented app at U.S. Capitol to members of Congress and staff; adopted on 2,500 U.S. Capitol Police devices for institutional use

Collins Aerospace Innovate Award (Robotics)   *2020*
- Spearheaded the design of a robust autonomous movement software using Java. Trained TensorFlow computer vision ML models for real-time object detection
- Directed projects of 15-person team through organizing research and subteams. Built control systems from scratch. Software Lead and Team Captain

Swift Student Challenge Winner, Apple   *Mar 2024*
- Created iOS app using SwiftUI and SwiftData, winning Apple's global competition

Machine Learning & Data Science Projects   *2021*
- Implemented decision tree algorithms, random-forest models, and SVMs in R to predict outcomes in datasets on safe drinking water, crash survivability, and global happiness

Leadership & Community Service

Trustee, Piedmont Board of Education. Policy direction for school district	*2023 – 2024*
Camp Recreation Leader. Piedmont Recreation Department	*May – Sep 2024*
Eagle Scout. Troop 15, Scouts BSA	*2016 – 2023*