Nirav Golyalla

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Technical Skills

Coding Languages: Python, C++, C#, Java, JavaScript
Frameworks and Libraries: PyTorch, TensorFlow, OpenCV, Numpy, Pandas, React, Flask
Other Tools: Git, Jira, Blender, Unity, Revit

Education

New York University, Tandon School of Engineering **New York, NY**
Bachelor of Science, Computer Science, GPA: 3.7 *September 2020 - May 2023*
Relevant Coursework: Algorithms, Machine Learning, Mining Massive Datasets, and Software Engineering

Experience

BiLab, New York University **New York, NY**
Research Intern *May 2021 - Present*

- Prototyped algorithms to convert primitive data into BIM format for building a large-scale dataset by using Python and Numpy, with 75% accuracy on data conversions
- Assisted in developing a reinforcement learning model for Modular Construction project to automate building floor plans given rooms by converting training datasets of 3.5k 3D room models to BIM models
- Writing and seeking for publication for conversion algorithm showcasing novel method to convert data to BIM format

Robomasters, New York University **New York, NY**
Computer Vision Engineer *January 2022 - May 2023*

- Designed and implemented the Computer Vision Pipeline for the Robot Firing system, training a Yolov8 model using PyTorch and custom data to detect opposing team robots, increasing the detection rate of targets by 12%.
- Created informational materials and documentation for training and determining improvements in Yolov8 models, onboarding 5 junior team members into the target detection sub team
- Led target detection sub team, applying Agile methodologies such as sprint planning and stand-up meetings to deliver CV detection algorithms and train junior team members.

Blockchain and Fintech, New York University **New York, NY**
Dev Team Engineer *September 2022 - May 2023*

- Published 3 Visualizations of Blockchain data using Dune Analytics Engine and SQL to analyze the importance of the Ethereum Merge and the effect it had on Ethereum
- Utilized Agile style development techniques such as Scrums and Sprint to schedule 3 development cycles for in house projects in small teams
- Utilizing blockchain search techniques to gather and analyze data, making conclusions on the performance of certain tokens and crypto based games

Projects

Tower Collision: Tower Defense game(Link) *September 2022 - Present*

- Accomplished development of a Unity-based tower defense system by implementing core gameplay mechanics, enemy AI, tower upgrades, and UI using C# for an in-class project, scoring 10 points above the class average.
- Continuing development by transitioning from closed development to open source project using Github, Jira, Discord for communication and management
- Implemented procedurally generated content feature to enable map generation for gameplay variability and replayability.

Ticket Scraper: Local Event Finder(Link) *September 2022 - May 2023*

- Work in small 4 person team to design a small web app to scrape internet for local events and present them to the user to go to and save
- Incorporating technologies such as React, Flask, Python Anywhere for Backend, Frontend and Deployment of software