Timothy Goh

Student | Software Engineer

📞 (512) 284-1135 | ✉ tmg5@rice.edu | 🏠 www.timothygoh.net | ⭘ tgoh98 | in timothy-goh99

Education

Rice University *Houston, TX*
MS in Computer Science | Specialization in Software Engineering *Expected Dec 2022*

Rice University *Houston, TX*
BA in Computer Science | Minor in Entrepreneurship, GPA: 3.74/4.00 *Expected Dec 2021*
- **Courses**: Operating Systems, Compiler Construction, Ethics in CS, Parallel Programming*, Program Design*, Computer Engineering*
- **Leadership**: Teaching Assistant (*courses above), HackRice Board, Rice Design Treasurer, College Floor Representative

Experience

Salesforce *Seattle, WA*
Software Engineer Intern *Jun - Aug 2021*
- Built Tableau Mobile's app review system (React Native | Redux), increasing the average rating across the App Store and Google Play
- Refined engagement by integrating user analytics with an A/B testing platform and adding a custom feedback feature for users
- Won $10,000 for charity as a finalist in the international Salesforce Got Talent 2021 competition (underwater Rubik's cube solving)

Bill.com *San Jose, CA*
Software Engineer Intern *Jun - Aug 2020*
- Worked on a scalable solution to automate AWS deployments for Bill.com's highest traffic microservice, resulting in 8x speedup
- Performed analysis and authored extensive documentation on how to extend automated deployments to other microservices

Menu *Houston, TX*
CEO & Founder *May - Dec 2020*
- Founded a startup that provides personalized menu item recommendations for 5000+ Greater Houston restaurants (50+ beta users)
- Qualified for Rice University's Lilie Lab RXF Grant and led a team of 12 people to define and implement the product using Agile Scrum

Q2ebanking *Austin, TX*
Software Engineer Intern *May - Aug 2019*
- Created a Vue.js/Node.js-based dashboard to monitor the features of 100+ client websites and provide instantaneous status updates

Projects

Hey Duncan! *Houston, TX*
Duncan Appathon 2020 | 1st place overall *Oct 2020 -*
- Collaborated with student government to design and create an app to facilitate communication within a dormitory (~400 students)
- Deployed to Google Play and added functionality for real-time updates, CAS auth, admin privileges, and community interactions

Roomy (roomy-pennapps.space) *Philadelphia, PA*
PennApps 2020 | Top 10 overall *Sep 2020*
- Developed a fullstack, live-updating web app where users can join rooms with Zoom, Spotify, and other collaborative widgets
- Placed top 10 overall at PennApps 2020 and worked with Zoom API, Spotify API, React, Flask, and PostgreSQL in a 4-person team

Activities

Rubik's Cube World Record Holder
- Held the world record for solving a Rubik's cube blindfolded with feet (2 minutes and 43 seconds)
- Placed 3rd at CubingUSA Nationals 2018 in 5x5 blindfolded (Formerly ranked 9th in the world)
- Started a YouTube channel (4BLD) to teach advanced techniques for solving Rubik's cubes blindfolded (200,000+ video views)
- Designed and coded training/analysis applications used by 1000+ Rubik's cube solvers across the world

Skills

Languages Java, JavaScript, Python, Kotlin, HTML, CSS, C, Swift
Technologies React, React Native, AWS, Node, Ansible, Vue, Git, iOS