Timothy Goh

Student | Software Engineer

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

Education

Rice University   *Houston, TX*
BS in Computer Science, GPA: 3.6/4.0   *Aug 2018 - May 2022*
- **Courses**: Reasoning About Algorithms, Program Design, Data Science, Linear Algebra, Engineering Design and Communication

Austin Community College   *Austin, TX*
Computer Science, GPA: 4.0/4.0   *Aug 2015 - May 2018*
- **Courses**: Data Structures, Discrete Math, Object-Oriented Programming, Multivariate Calculus, Physics II

Experience

Capital One Software Engineering Summit   *Arlington, VA*
Participant   *Aug 2019*
- Won "Best Concept" prize by building a chatbot-based React/Firebase social networking web app to facilitate access to microloans

Q2ebanking   *Austin, TX*
Software Engineer Intern   *May - Aug 2019*
- Implemented a Vue.js/Node.js-based dashboard to monitor the status and features of 100+ client websites
- Used the Apify SDK web crawler to automate the process of detecting website features and taking screenshots
- Worked with the Agile Scrum Methodology to set goals, observe progress, and improve productivity as a team

Travis County   *Austin, TX*
IT Assistant   *Aug 2016 - Aug 2017*
- Queried data from the County Attorney's records to obtain protective orders for victims of domestic violence
- Converted old Visual FoxPro applications to C++, installed computer systems, and debugged programs

Projects

Project Confidence   *College Station, TX*
TAMUhack   *Jan 2019 - Present*
- Created a convolutional neural network with Tensorflow's Keras library to analyze users' mouse movements and detect patterns
- Won 1st place in the Charles Schwab challenge at TAMUhack and worked with Java, Python, and TensorFlow in a 4-person team
- Currently collaborating with Baylor College of Medicine to test patients and identify early signs of Parkinson's disease

Nest   *Houston, TX*
HackRice 8.5   *Mar 2019*
- Developed an iOS app that gamifies the student experience by using geofencing to track progress towards real life achievements
- Won 1st place overall at HackRice 8.5 and worked with Swift and Xcode in a 4-person team

oVRn   *Houston, TX*
CodeRED   *Nov 2018*
- Built a VR simulator called "oVRn" that improves food safety by training users on the proper usage of kitchen appliances
- Won 3rd place overall at CodeRED and worked with C#, Unity, and Oculus Rift in a 3-person team

Skills

Languages	Python, JavaScript, Java, HTML, CSS, C++, Swift
Technologies	React, Node, Vue, Git, TensorFlow, iOS

Activities

Competitive Rubik's Cube Solving
- World record holder for solving a Rubik's cube blindfolded with feet (2 minutes and 43 seconds)
- 3rd place 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 (85,000+ video views)
- Designed and coded training/analysis applications used by 1000+ Rubik's cube solvers across the world