Puyush Goel

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https://github.com/Puyush6889

Education

Virginia Tech, Blacksburg VA
B.S. Computer Science Expected Grad: May 2019
GPA: 3.2/4.0

Skills

Proficient: **Java and JavaFX, HTML, C++, XML, CSS, Python, IDL, and Android SDK**
Familiar: **C#, C, JavaScript, Spring,**
Learning: **JavaScript, Python using Flask.**
Programs: **Autodesk Inventor, App Inventor, Unity, Maven, Sonar Cube, DDS and Jazz, Eclipse**
Languages: **English, Hindi, and Urdu**

Professional Experience

Undergraduate Research at Virginia Tech August 2016 – Present

- Working on a Mobile Fitness Application (FitEX) to improve users Health.
- Tracks user's daily activities, allows user to make a group and set a goal for themselves to improve their health.
- Allows user**s** to engage a friendly competition with their friends as they are working out.
- Using Java, Android SDK, Pebble, and XML

Intern at General Dynamics Mission System May 2015 – August 2016

Software Engineering Intern

- Worked on TRAP (TSA Contract) project to enhance airport security and reduce airport threats using facial tracking.
- Simulated and modeled new technology to help eliminate threat before exiting the airport thus reducing the buildup in the lines.
- Operated with XML, DDS, and Derby Database for data sharing among server and clients
- Maven, and Jazz were used for version control, Scrum for Agile
- **Awarded**: "First interns at the office to work on critical tasking for a real-world contract"

Intern at Cortona Academy 2014-2015

- Designed the front end of the website, and integrated Google Analytics.
- Used HTML, CSS, JavaScript, and Bootstrap

Georgia Tech Hackathon (09/2015)

- Built a Unity app to allow users to control an app using a phone.
- Used Unity, JavaScript, C#, and HTML
- Winner of **EA best use of API** award

Winter Personal Project 2015

- Worked on a mind puzzle app to help groggy people get more focused
- Used Android SDK, Java, XML

Zero Robotics (11/2013)

- Led Team and Developed code for collision tracking and retrieving information from an asteroid simulation
- Utilized C / C++ language for this competition

FTC Team (519)/FRC (116)

- Built a simple AI using an ultrasonic sensor
- Helped developed the Frisbee cannon by coding the shaft encoders
- Developed Inventor models of the robot
- Used LabVIEW and C++
- Won Regional Championship and advanced to World Conference in St. Louis

Leadership Experience

Co-Captain of FIRST Tech Challenge (FTC) Team 519

- Represented team to attend Bechtel Programming workshops
- Participated in STEM events sponsored by Leidos, Air Bus, and Boeing
- Organized and coordinated with mentors to develop team schedules