Puyush Goel

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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\C++, XML, CSS, and Python
Familiar: C#, JavaScript, Spring, Flask, jQuery
Software: Visual Studio, Android Studio, Git, Linux CLI, Unity, Maven, Sonar Cube, IBM Rational, and 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 user's health.
- Tracks user's daily activities, allows user to make a group and set a goal for themselves to improve their health.
- Allows users to engage a friendly competition with their friends as they are working out.
- Using Java, Android Studio and Android Watches

Intern at General Dynamics Mission System May 2016 – August 2016
Software Engineering Intern

- Worked on TRAP (TSA Contract) project to enhance airport security and reduce airport threats using facial tracking.
- Enhanced multi-threading in Maven / JavaFX App
- Designed GUI for 2D and 3D simulation managers, applying data structures for real and virtual data
- Increased data flow with **Derby and DDS** for active interactions between server, agents, and clients
- **Manager Recognition Award** for being 1 of 3 first interns delivering on a mission critical product

Cortona Academy(Intern), November 2014- January 2015

- Integrated **Google Analytics** to enrich web application.
- Redesign school website to increase user engagement.

Georgia Tech Hackathon, September 2015

- **Best API Integration Winner**
- Built a Unity App to allow users to control an app using a phone.
- Used Unity, JavaScript, C#, and HTML

Finding Login, Android Mobile App, September 2015

- Designed application to encourage users to complete tasks more efficiently.
- Increased user engagement in activities through puzzles and games.
- Used Android SDK, Java, XML

Zero Robotics, November 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), September 2011 – May 2015

- **Built an AI** using an ultrasonic sensor to create a Frisbee cannon using C++
- Won Regional Championship and advanced to World Conference in St. Louis
- **Captain of FIRST Tech Challenge (FTC) Team 519**

Involvement

- Cybersecurity Club (Fall 2015 – Present)
- Programming Team - Competitive Coder (Fall 2015 – Present)
- Computer Science Mentoring (Fall 2015 – Present)
- Society of Indian American (Fall 2015 – Present)