

rgoulazian@gmail.com
(267)-393-3842

Richie Goulazian

github.com/Richie78321
linkedin.com/in/rgoulazian

Education

University of Pittsburgh, Honors College
B.S. Computer Science

Intended graduation: April 2023
GPA: 4.0/4.0

Relevant Coursework: Data Structures & Algorithms, Web Development, Deep Learning, Computer Organization and Systems Software, Linear Algebra, Statistics

Skills

- Experienced: **Java, Python, JavaScript, TypeScript, Web development** (Node.js, React, Next.js)
- Familiar: **C++, Go, Deep learning** (PyTorch), **Docker, C#**

Work Experience

Google May – August 2021
Software Engineering Intern New York, NY (Remote)

- Developed a web-based debugging tool for the experimentation framework used across Google (**Java, TypeScript**)
- Projected to increase the productivity of **8000** Google engineers through a user-friendly UI and intelligent input validation
- Completed the project 5 weeks ahead of schedule, leaving time to design and implement additional features, add analytics, and launch the product to collect and iterate on feedback

Google May – August 2020
STEP Intern Sunnyvale, CA (Remote)

- Worked in a 3-intern team to design, develop, and deploy a mentorship web application for first-time contributors to open source: git.io/JJnot (**Java, JavaScript, React, RESTful API, OAuth, Google Cloud**)
- Completed a 5-week Google training course on **web development, git, testing, and coding best practices**: git.io/JJn6u

Timberlane Inc March – August 2019
Software Engineering Intern Montgomeryville, PA

- Developed a web-based product configuration and quoting software that expanded customization options, streamlined the ordering process, and communicated directly with existing enterprise software (**KBMax Snap, Python, HTML & CSS**)

Activities and Leadership

VaccinatePA January – July 2021
Co-Founder

- Co-founder and lead web/infrastructure developer of a website for finding COVID-19 vaccine appointments in PA with **450,000+ users**: VaccinatePA.org (**TypeScript, React, Next.js, AirTable**)
- Recruited **200+ volunteer callers** and developed an email-based phone call distribution system to regularly collect information from **1600+** PA vaccine providers (**Python**)
- Engaged with extensive press coverage (**20+ news interviews**) to increase awareness of the website and to recruit new volunteers: linktr.ee/vaccinatepa

Computer Science Club April 2020 – Present
Director of Experiential Learning University of Pittsburgh

- Strengthening the Pitt CS project community by creating and running a 5-week virtual hackathon with 100+ participants
- Empowering Pitt's next generation of computer science students by running a mentorship program with 100+ members

Quantum Computing Research January – April 2020
Software Developer University of Pittsburgh

- Refactored the sequencing software for an analog wave generator; greatly increased readability and extensibility (**Python**)
- Used **Sphinx** to create a documentation system for the quantum computer control and experimentation codebase

Projects

Raytracing Renderer, Personal Project January – May 2021

- Using **C++** to build a real-time raytracing renderer that supports reflections and multiple light sources: git.io/Jz9Pi

Reinforcement Learning in MOBAs, Class Project September 2021 – Present

- Used **Python** and **PyTorch** to train an RL agent in a MOBA environment; used self-play, LSTMs, PPO, and GAE: git.io/JZJ2x