

Shriyan Gote

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EDUCATION

University of California, Santa Cruz

Expected May 2026

Bachelor of Science in Computer Engineering, Minor in Statistics

Relevant Courses: Operating Systems, Data Structures and Algorithms, Computer Architecture, Discrete Math, Linear Algebra, Probability and Statistics, Programming Abstractions and Paradigms

EXPERIENCE

Capital One

June 2024 - Aug 2024

Software Engineer Intern

Richmond, VA

- Built the Pantheon portal on Capital One's Exchange database, significantly improving **quality assurance** efficiency by **30%**, enabling analysts to easily manage over **500,000** credit card transactions. This tool streamlined data validation and error-checking processes, improving the overall QA pipeline.
- Led backend development using **FastAPI** and **Python**, collaborating with engineering teams to optimize data pipelines and reduce **Databricks** notebook processing time by **75%**. Integrated **AWS** services, enabling scalable and efficient deployment of the system.

San Francisco 49ers

Aug 2023 – Jan 2024

Software Engineer Intern

Santa Clara, CA

- Leveraged **SQL** to analyze apparel purchasing trends across a database of over **20,000** records, providing actionable insights to the sales and marketing teams. This contributed to improved inventory management and targeted promotional strategies.
- Performed integration testing across **iOS**, **Android**, and **Linux** platforms, ensuring cross-platform compatibility. My efforts led to a **35%** increase in point-of-sale automation, improving system reliability and reducing downtime through systematic bug fixes and version control best practices.

Electric Power Research Institute

May 2023 – Aug 2023

Software Development Intern

Palo Alto, CA

- Developed a full-stack Blazor application using **C#** and **ASP.NET**, centralizing the management of company-wide APIs, improving data accessibility while ensuring compliance with industry standards and security protocols.
- Enhanced **QA** workflows by creating an automated testing suite for the **Modular Accident Program (MAP)** using **Python** and **Angular**. This improvement boosted testing efficiency by **25%**, enabling quicker iterations and faster deployment of application updates.

PROJECTS

Stacks | *SwiftUI, Python, Pandas, NumPy, AWS, ESPN API*

Feb 2024 – June 2024

- Utilized SwiftUI for mobile development and AWS + Python for the back-end to create Stacks, a competitive sports/analytics app that provides users with data-driven insights for various categories.

ML MVP Predictor | *Python (Flask, NumPy, TensorFlow, PyTorch, Pandas)*

Nov 2023 – Feb 2024

- Developed a NBA MVP predictor with a 92% accuracy rate, leveraging 30 years of data and Python libraries (TensorFlow, Pandas, NumPy). Built a Flask-based user interface for easy statistics input.

Colorblind Simulator | *C, Linux, Bash, Docker, CMake*

Aug 2023 – Sept 2023

- Developed a CI/CD-enabled image-processing program in C to simulate the visual experience of individuals with deuteranopia color-blindness, aiding UI/UX designers in accessible product design.

Todo-Task List | *MongoDB, JavaScript, Express.js, React.js, Node.js, Redux*

July 2023 – Aug 2023

- Built a full-stack Todo-Task List application with a user-friendly interface and robust task management functionality, enhancing team collaboration by sharing the app with peers for task tracking.

TECHNICAL SKILLS

Languages: Python, C++, Java, Swift, C, C#, JavaScript + HTML/CSS, TypeScript, MATLAB

Frameworks and Tools: TCP/IP, Docker, Git, Jenkins, ASP.NET, FastAPI, REST APIs, Next.js, Flask, Spring Boot

Databases and Cloud Platforms: MongoDB, MySQL, PostgreSQL, AWS, Google Cloud Platform (GCP)