Shriyan Gote

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EDUCATION

University of California, Santa Cruz

Expected June 2026

Bachelor of Science in Computer Engineering, Minor in Statistics

GPA: 3.8/4.0

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

EXPERIENCE

University of California

Oct 2024 - Present

 $Undergraduate\ Researcher$

Santa Cruz. CA

- Developed an **Open Source** Flip-Flop visualizer, increasing simulation accuracy by **25**%, using **TypeScript** for the front-end; focused on attention to detail by modeling timing parameters like propagation delay
- Optimized simulation algorithms and enabled real-time analog simulations, reducing load time by 40% through the analysis of SystemVerilog and VHDL designs and real-time troubleshooting of emerging issues.

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, using React.js Final Form to help analysts manage over 500,000 credit card transactions
- Led backend development, leveraging agile and problem-solving practices to synchronize with engineering teams, reducing **Databricks** notebook processing time by **75**% by using **FastAPI**, **Python**, and **AWS** services

San Francisco 49ers Aug 2023 – Jan 2024

Software Engineer Intern

Santa Clara, CA

- Produced insight into apparel purchasing trends, impacting over **20,000** entries, by leveraging **SQL** and utilizing communication skills with the sales and marketing teams
- Executed integration testing and troubleshooting across **iOS**, **Android**, and **Linux** platforms, optimizing device performance and driving a **35**% boost in point-of-sale automation and reliability through version control methods.

Electric Power Research Institute

May 2023 – Aug 2023

Software Development Intern

Palo Alto, CA

- Developed an end-to-end Blazor web app in C# for the company wide API framework, consolidating development, management, and user access for all applications while ensuring compliance with industry standards.
- Improved QA efficiency by 25% by creating an automated testing suite for the Modular Accident Analysis Program (MAAP) using Python, Angular, and ASP.NET, integrating web services for streamlined testing/deployment.

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.

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.

Worldview Wanderer | Python, SLD2, Pygame, PyGUI

Jan 2023 – Feb 2023

• Created a virtual environment for game development, simulating a spin-off version of Virtual Cottage, and integrated cross-functional resources like local music, food, and landmarks to enrich the user interface.

TECHNICAL SKILLS

Languages: Python, C++, Java, Swift, C, C#, TypeScript, Javascript, HTML/CSS, SystemVerilog, VHDL, MATLAB

Frameworks: ASP.NET, FastAPI, REST APIs, React.js, Node.js, Express.js, Next.js, Flask, Spring Boot

Developer Tools: TCP/IP, Unix, Docker, Git, Jenkins, Jira, Confluence

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