

# Vatsal Goel

Salt Lake City • [vatsal.goel@utah.edu](mailto:vatsal.goel@utah.edu) • [Linkedin.com/in/vatsal-goel3](https://www.linkedin.com/in/vatsal-goel3) • [Github.com/VatsalGoel3](https://github.com/VatsalGoel3)

## PROFESSIONAL EXPERIENCE

<b>Software Engineer</b> <i>University of Utah</i>	Oct 2023 - Present Salt Lake City, UT
<ul style="list-style-type: none"><li>Streamlined record ingest workflows through ticketing systems, reducing processing time by 30%</li><li>Engineered data verification workflows with Python, reducing manual effort by 70% and ensuring 99.9% data accuracy</li><li>Automated metadata validation and extraction processes using Python and Bash, enhancing digital preservation integrity across 1M+ records</li></ul>	
<b>Software Engineer – Full Stack</b> <i>XGRO Technologies</i>	Oct 2021 – Oct 2022 Pune, India
<ul style="list-style-type: none"><li>Developed full-stack e-commerce platforms using React, SQL, and REST APIs, improving system scalability</li><li>Optimized backend queries, caching, and API response times, reducing page load times by 20% and bounce rates by 12%</li><li>Designed and implemented responsive UI/UX with Figma, CSS, and Adobe Creative Cloud, increasing user engagement by 25%</li></ul>	
<b>Video Engineering Lead</b> <i>My Equation</i>	Aug 2021 – Apr 2022 Remote
<ul style="list-style-type: none"><li>Led the video engineering team, overseeing post-production workflows for 10+ digital media campaigns</li><li>Streamlined video editing workflows, reducing post-production time by 30% while maintaining high-quality production standards</li><li>Managed a team of 5+ editors and designers, optimizing video content for social media, resulting in a 25% increase in audience engagement</li></ul>	

## EDUCATION

<b>UNIVERSITY OF UTAH</b> <i>Master of Science in Computer Science</i>	May 2025
<b>SRM INSTITUTE OF SCIENCE &amp; TECHNOLOGY</b> <i>Bachelor of Science in Computer Science</i>	May 2023

## TECHNICAL SKILLS

<b>Languages:</b> <i>Advanced:</i> C/C++(5yrs), Python(4yrs)   <i>Intermediate:</i> JavaScript(3yrs), Java(2yrs)   <i>Familiar:</i> SQL(1yr), Go (1yr)
<b>Frameworks &amp; Libraries:</b> Flask, Node.js, Express.js, REST APIs, React, TensorFlow
<b>Cloud &amp; DevOps:</b> AWS, Docker, Kubernetes, Terraform, CI/CD, Git, Bash, Agile

## PROJECTS

<b>CineMatch</b>   Personal Project (~80 hours) - <a href="#">GitHub</a>	Jan 2025
<ul style="list-style-type: none"><li>Built a Flask-based backend with MySQL, integrating a React frontend for seamless user interactions</li><li>Optimized API response time by 40% through query optimization &amp; caching techniques</li><li>Developed a movie recommendation system leveraging collaborative filtering &amp; sentiment analysis for personalized suggestions</li></ul>	
<b>DNS Server</b>   Personal Project (~60 hours) - <a href="#">GitHub</a>	Nov 2024
<ul style="list-style-type: none"><li>Constructed a high-performance DNS server leveraging Python and RFC standards, handling up to 5K queries/second</li><li>Enabled support for recursive query handling and diverse DNS record types, ensuring scalability across large datasets with 50% faster response times through caching</li></ul>	
<b>Raft-Based Fault-Tolerant Key-Value Store</b>   Academic Project (~120 hours) - <a href="#">Project Reference</a>	Sep 2024
<ul style="list-style-type: none"><li>Architected a robust key-value storage system in Go using Raft consensus, distributed systems and concurrency</li><li>Delivered fault-tolerant capabilities through leader election, log replication, and state machine execution, ensuring consistency and resolving 95% of network partition issues within minutes</li></ul>	