ALISHA GOEL

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EDUCATION

New York University, Tandon School of Engineering, New York, NY   May 2025
Dean's List 2021-2022, 2022-2023
Full scholarship
Bachelor of Science, Computer Science and Integrated Design and Media

EXPERIENCE

Software Engineer Intern, **Publicis Sapient**, New York, NY   June 2024 – August 2024
- Consulting clients in the retail industry by creating and developing innovate technical solutions
- Developing UX mockups and coding websites and mobile applications
- Utilizing cloud services like Azure and full-stack coding in spring framework, MongoDB, HTML/CSS/JavaScript and React

News and Features Writer + Photographer, **New York State Music**, New York, NY   May 2024 – Current
- Covering and reporting breaking news across various genres with quick turnaround times
- Producing and photographing in-depth long-form feature articles on concerts/artist interviews

Multimedia Editor, **Washington Square News**, New York, NY   May 2022 – March 2024
- Led a team of 7+ editors, 20+ photographers and 10+ staff illustrators to produce high-turnaround multimedia for the newspaper everyday
- Managed daily production and editorial decisions including critique, photo essays, web layouts, captions and graphics
- Shot and edited photographs for a variety of social and cultural news articles across multiple different columns
- Combined storytelling and communication skills to collaborate with editors to create engaging and interesting articles for readers of the newspaper

Frontend Lead, **NYU Augmented Library Team**, New York, USA   January 2022 – Current
- Supervising both the iOS and Android teams containing 30+ programmers at NYU's Augmented Library to create an interactive AR app
- Creating both teams' applications from scratch including UI/UX, backend database, AR integration and general interface
- Created and intensively designed multiple 3D models singlehandedly using Blender and Adobe Dimension
- Researching new and upcoming AR/VR to seamlessly integrate into the app

Design Intern, **Pariah Interactive**, Brooklyn, NY   September 2022 – December 2022
- Designed and conceptualized a visually creative and immersive User Interface for a narrative-driven platformer game titled 1000 Deaths
- Developed a fast live time updating database parsing system for Kinfolk to quickly analyze trends and integrate into a TIME Magazine AR app
- Worked strategically with developers and marketing to create viable UI solutions, pitch decks and social media content

Software Intern, **Epic for Kids**, Redwood City, USA   May 2022 – August 2022
- Designed a payment querying feature for the developer and customer care website to quickly and easily diagnose issues pertaining to customer transactions
- Extracted relevant data from over 50 databases and consolidated it in this webpage for efficiency and streamlined work flow
- Coded the web page using PHP, MySQL, and HTML

SKILLS

- **Technical Skills**: Python, SQL, C++, SwiftUI, HTML, CSS, JavaScript, Figma, Photoshop, Lightroom, Illustrator, InDesign, Premiere Pro, Adobe Dimension, Assembly, MongoDB, React, Azure, Wordpress and Microsoft Suite
- **Languages**: English (Fluent) and Hindi (Fluent)