

# Aviral Goel | AI Programmer | Game Developer

📍 Los Angeles, USA

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in LinkedIn

🐙 Github



## EDUCATION

**University of Southern California**, *Masters in Science, Computer Science*  
Game Development Specialization

2022 – present

**Birla Institute of Technology**, *Bachelor's in Computer Science Engineering*  
3.68/4 GPA

2016 – 2020

## SKILLS

### Programming Languages

Python, C++, C#, Java, Solidity

### Development Tools

PyCharm, Ganache, Unity, Unreal

### Platforms

IBM Watson, Zapier, Wordpress

## PROFESSIONAL EXPERIENCE

**Lead Programming Instructor**, *Oman Coding Academy* [🔗](#)

04/2021 – 04/2022

Muscat, Oman

- Developed a programming curriculum for C++, Python with Data Science, Web (HTML + CSS), Scratch, TynkerCAD
- Supervised 10 programming instructors and additional support staff
- Created scripts to automate tasks in Google Sheets, Calendar and Meet.
- Enabled the company to convert more than 100 students to enroll for 3 months long courses. (\$4000 in revenue)

**Virtual Reality Developer**, *Sas Centre for Virtual Reality*

06/2019 – 12/2019

Muscat, Oman

- Developed a Crane Operator Training Simulation [🔗](#) (Github) for Oculus Rift
- Programmed in C# and worked with Oculus SDK for Unity
- Worked alongside a team of 3D artists and programmers

## PROJECTS

**Multiplayer Rock Paper Scissor Game**, *a networked turn based game in python (github)* [🔗](#)

- Classic Rock, Paper, and Scissor game developed in python using the pygame and sockets library
- Apart from playing, players can only act as servers to host the game to earn rewards
- Demonstrated the capability of sockets networking and incentivized volunteer computing in video games
- The game provides a foundation to solve the problem of old dead/inactive games with no dedicated server to play online

**Parallel Fruit Classification System**, *a ML system for high performance computations (github)* [🔗](#)

- Developed a machine learning system to classify fruits in parallel on a distributed supercomputer
- The python implementation used MPI4PY for parallel programming. Along with, the sci-kit learn library for SVM, GaussianNB, and KNN.
- This project could preprocess and classify 90K fruit images with high accuracy in less than one second on the Luban HPC (40 cores)

## INTERESTS

Board Games, Co-op Games, Hiking, Running, Cycling, Reading