

Gaurav Garg

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EDUCATION

University of California, Berkeley

Berkeley, CA

B.S. Electrical Engineering and Computer Science, GPA: 3.22

May 2017

Relevant Coursework: Algorithms (170) | Data Structures (61B - Java) | Database Systems (186 - SQL, Java) | System Programming (162 - C) | Artificial Intelligence (188 - Python) | Software Engineering (169 - Ruby) | Computer Security (161 - C, Python) | Network Architecture (168 - Python)

Interests: Software Engineering | Backend Development (APIs, Security, Scaling)

EXPERIENCE

Goldman Sachs | Summer Technology Analyst

Jun 2016 – Aug 2016

- Wrote [data migration tool](#) to automate schema transformation and publishing of team data to firm Data Lake.
- Designed and built a [multithreaded](#) application in [Java](#). Used [JUnit](#) for testing and [Swagger](#) for [REST](#) calls.

Infosys | Software Development Intern

Jun 2014 – Aug 2014

- Implemented [JavaScript intrusion](#) alert system to detect [XSS](#) attacks on live web applications in real time.
- Achieved by cloning [response HTMLs](#) and adding them to a [process queue](#). Deploying headless browsers ([PhantomJS](#)) on the server ([Tomcat](#)) using [JSP](#). Made an admin portal to view the attack log.
- Awarded second runner up at the annual Infosys InStep [Business Plan](#) Competition against 122 participants from top universities. Presented on Initiating operations in Colombia and why that is a strategic move.

Uprise | Back-End Developer

Feb 2016 – Apr 2016

- Worked for non-profit that aims to provide an online community platform for campaign managers and volunteers to co-manage a voter outreach program. App currently in beta. <http://uprisecampaigns.org>
- Implemented the app in Ruby on Rails. Worked in an iterative Behavior Driven methodology with [Cucumber](#) for testing and writing user stories. Team collaborated using [Git](#).

CITRIS Mobile App Challenge | Android Developer

Feb 2014 – May 2014

- Developer at team *HandiRoute* for the CITRIS Mobile app challenge. *HandiRoute* is an [android application](#) designed to find disabled friendly areas.
- Achieved by [crowdsourcing data](#) and using the [Google maps API](#).

Berkeley Centre for New Media | Full Stack Developer

Sep 2013 – Feb 2014

- Developer for the Web App, *Turing Test Tournament*. Used [MongoDB](#), [Node.js](#) and [ExpressJS](#) for backend and [Bootstrap](#) for frontend. Wrote a chatbot for the app using [ChatScript](#).

PROJECTS

Fortune Cookie Sep 2015. Python script to display a 'Fortune' by randomly selecting from a filtered list of sentences from The Daily Clog, a blog run by Berkeley. Used Scrapy to crawl and parse the blog's website.

YouTrends Jun 2015. Express app to graph video statistics such as view count, like count and like-dislike ratio for YouTube channels. Used YouTube data and HighCharts API. <http://youtrends.gauravgarg.me>

YouTube Side Search Sep 2015. Chrome extension that adds a search bar to the YouTube sidebar allowing users to search and view results while watching the video.

Parallelized BFS Oct 2014. Software to strongly solve a sliding puzzle using BFS traversal to create the game tree. Implemented in MapReduce model using the Apache Spark framework. (*61C Course project*)

SKILLS

Proficient: Java • Python • REST | Experienced: C • Git • Unix • SQL • Ruby • JavaScript • BDD • TDD

Last Updated on Dec 15, 2016