

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)

Fall 2016: Computer Security (161 - C, Python) | Network Architecture (168 - Python)

Interests: Software Engineering | Backend Development | Infrastructure, Distributed Systems

EXPERIENCE

Goldman Sachs | Software Development Intern

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 Oct 06, 2016