Harsh Goyal

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SKILLS

PROGRAMMING

Experienced with:
Java • Python • C
Exposure to:
C++ • Matlab •
Verilog • LaTeX

MACHINE LEARNING

Scikit-Learn • Pandas •
Matplotlib • Seaborn

AWARDS

Ajit Ramchandani Endowed Scholarship
Recipient of scholarship awarded by UT Austin College of Natural Sciences to International Students on merit basis.

Tech Hunt at IIT Delhi
Winner among 6000 participants for making a keyboard which can be controlled with your foot.

Academic Gold Medal
Recipient of award given by high school for 6 consecutive years of academic excellence.

MISC. PROJECTS

Current Project Converting video of chess game to textual chess notation

Pipelined processor in Verilog

Cooperative Threads on Multiprocessor Systems

AI for Tetris with Genetic Algorithms

Sketch Filter for Photos

Markov chains for Text

Word finder for Boggle

LINKS

Facebook:// **hgoyal.dps**
Github:// **harshgo**
LinkedIn:// **harsh-goyal**

LANGUAGES

English, Hindi, Marwari

EDUCATION

UNIVERSITY OF TEXAS AT AUSTIN | BS C.S.- Turing Scholar

Aug 2015 - Present | Austin, TX

- GPA— Departmental: 3.92; Overall: 3.86
- Relevant Past Coursework (H=Honors):
  Data Structures H., Computer Architecture H., Computational Intelligence I, Linear Algebra H., Vector Calculus H., Discrete Math H.
- Relevant Current Coursework:
  Operating Systems H., Computational Intelligence II, Algebraic Structures

EXPERIENCE

TRUECAR, INC. | Machine Learning Intern

June 2016 – August 2016 | Austin, TX

- Led development on Machine Learning pipeline using AdaBoost to predict the probability that a TrueCar user will buy a car- one of the most requested customer features.
- Employed Big Data technologies like Hive to get and filter data.
- Delivered a talk to introduce developers to Machine Learning and Data Science.

SAI VOCATIONAL TRAINING CENTER | C.S. Teacher

March 2014 – March 2015 | Delhi, India

- Taught 60 students in 12-30 age bracket.
- Initially taught typing, then internet usage and finished with programming in Java.

PERSONAL PROJECTS

NEURO-EVOLUTION TANKS

Used Genetic Algorithms to train neural networks for in-game agents which collect mines on a gameboard.

WEBCRAWLER

Programmed a Java application which crawls through a set of websited, analyzes the HTML data, and acts as a search engine over it. Built a parser for queries entered by the user.

GENTRIS

Used Genetic Algorithms in Java to create a program which plays Tetris.

COMMUNITY INVOLVEMENT

Machine Learning and Data Science	Officer. Created teaching material for and taught Machine Learning. Organized Kaggle competitions.
Turing Scholars Student Association	Elected official. Organized 10+ events for Turing Scholars Students.
UT Computer Science Ambassador	Appointed by UT Computer Science department as student ambassador.
UT RHC	Elected officer for Residence Hall Council. Organized 10+ events for students living on campus.