Kushagra Goyal

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EDUCATION

NATIONAL UNIVERSITY OF SINGAPORE
BComp in Computer Science
Expected July 2020 | Singapore
Cum. GPA: 4.78/5.0
Dean's List Semester 2, AY2017/18

NUS Overseas Colleges
NOC New York Batch 10, 2018-19
Entrepreneurship/Entrepreneurial Studies

BRIGHTLANDS SCHOOL
Grad. May 2016| Dehradun, India
ISC (Grade 12) : 99%
(Top 1%ile in the country)

LINKS

Github:// **kush1509**
LinkedIn://**kushagragoyal**
Facebook:// **kushagragoyal**

TEACHING

Computer Organization:
Spring 2018
Programming Methodology:
Fall 2017

SKILLS

PROGRAMMING
C, Java, JavaScript, Ruby

WEB
HTML, CSS, AngularJS, Express.js, Ionic, React

OTHERS
Git, Project Management

ACTIVITIES AND SOCIETIES

NUS VARSITY CRICKET TEAM
Member | Aug 2016 - Present

IEEE NUS BRANCH
Internal Project Manager (16/17)

RUNNUS
Volunteer Leader | Aug 2016

EXPERIENCE

AGOLO | Software Engineer Intern
May 2018 – July 2018 | New York
- Working in the **Natural Language Processing Team** responsible to create essential software components, both internal and client-facing, that are used by critical parts of the Agolo application.

VISA INC. | Software Engineer Intern
May 2018 – July 2018 | Singapore
- As part of the **Visa Tokenisation Service** team, a backend engineering team, I was responsible for building and delivering **production level code for REST APIs** for a project going live in September 2018.
- Participated in **Visa Global Hackathon 2018| as a part of two projects and reached regional finals** for one and **global finals** for the other.
- Learned various **enterprise technologies including Java EE, Spring and Android** .

VERSAFLEET | Developer Intern
December 2017 – Present | Singapore
- Responsible for **front-end and backend web development** using React and Rails for **new feature implementations, functional enhancements and bug fixes to improve the user experience** of the Versafleet web app.
- I was part of the development team which works closely with the product development team in an Agile methodology.

PROJECTS

TETRISAI | An AI tetris game
CS3243 – Introduction to Artificial Intelligence |April 2018
- Worked in a team of 5 to build a self playing AI for a tetris game. I was responsible for implementing a **genetic algorithm for learning the weights** for the various features we used.
- Achieved good results and contributed to a **paper** about our work.

HUNQRY | A seamless food ordering platform
CS3216 – Software Product Engineering for Digital Markets |Oct 2017|Best Project Award at the 11th STePS
- Worked in a team of 4 to build a web application that reduces the fuss to download multiple food apps, and **makes ordering a lot faster and easier** . Users can browse through collective menus, select food items beforehand, **collate orders together** and pay through DBS Singapore Paylah
- **Designed APIs and data models** and handled deployment using AWS and we won the **Best Project Award** at the university bi-annual project showcase(STePS).

NUSTALK | A messaging platform for professors, tutors and students
CP2106 - Independent Software Development Project | May 2017 – Aug 2017
- Developed a **cross-platform mobile app** to serve as a messaging platform for professors, tutors and students in NUS and can be used to facilitate better communication between them, the current method of communication being only email.
- **Integrated a chatbot** into the app that can answer queries relating to the modules and timetable of the user. Framework .