

Kushagra Goyal

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EDUCATION

NATIONAL UNIVERSITY OF SINGAPORE

BComp in Computer Science
Expected July 2020 | Singapore
Cum. GPA: 4.74/5.0
(Course details in Appendix A)

BRIGHTLANDS SCHOOL

Grad. May 2016 | Dehradun, India
ISC (Grade 12) : 99%
(Top 1%ile in the country)
ICSE (Grade 10) : 97.4%

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, Microsoft Office

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

VISA INC. | SOFTWARE ENGINEER INTERN (INCOMING)

May 2018 – July 2018 | Singapore

- I will be joining the Visa Token Service team as a Software Engineer Intern as a member of Agile Scrum team.

VERSAFLEET | DEVELOPER INTERN

December 2017 – Present | Singapore

- I am 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 am part of the development team which works closely with the product development team in an Agile methodology.

EAZYBOTTLE | SOFTWARE ENGINEERING INTERN

May 2017 – July 2017 | Bangalore, India

- Worked on two **cross-platform mobile apps** built using **Ionic Framework**, a client app and a delivery app improving the UI/UX of each and adding new features and was highly appreciated for quick learning and good coding.
- All code was reviewed, perfected, and **pushed to production**.

PROJECTS

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.
- 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.
- The app was built using **Ionic Framework and Firebase** and the chatbot using **Microsoft Bot Framework**.

COMPETITIONS

AMAZON WEB SERVICES HACKDAY SINGAPORE | April 2017

- Built a smart home system for the elderly using IOT Technology, implementing features including a smart window, a security alert system and a healthcare system.
- Implemented AWS Technologies like S3 bucket and the AWS IOT button.

APPENDIX A

Degree: Bachelor of Computing (Honours) in Computer Engineering
Cumulative Average Point: 4.74 / 5.00

Year	Level	Course Description	Grades
Aug – Nov 2016	Year 1/Semester 1	Programming Methodology	A
		Discrete Structures	A-
		Linear Algebra I	A-
		Calculus for Computing	A+
		Quantitative Reasoning	A-
Jan – May 2017	Year 1/Semester 2	Data Structures and Algorithms I	A
		Computer Organisation	A
		Financial Accounting	A-
		The Mathematics of Games	A
		English for Academic Purposes	A-
		Asking Questions	CS
Aug – Nov 2017	Year 2/Semester 1	Software Product Engineering for Digital Markets ¹	A
		Introduction to Computer Networks	A
		Data Structures and Algorithms II	B+
		Innovations In Organisations And Society	S
		Independent Software Development Project ²	CS
		Roots And Wings - Personal And Interpersonal Effectiveness 1.0	CS
Jan – May 2018	Year 2/Semester 2	Introduction to Operating Systems	In-progress
		Software Engineering ³	In-progress
		Introduction to Artificial Intelligence	In-progress
		Probability and Statistics	In-progress
		Effective Communication for Computing Professionals	In-progress

¹ Software Product Engineering for Digital Markets focuses on developing web applications. We worked in teams on 3-4 and developed 3 web applications in the semester. My team developed HunQRy as its final project, an online food ordering platform, that won the Best Project Award at the university bi-annual project showcase(STePS 2017).

² Independent Software Development Project gives first year students the opportunity to pick up software development skills on their own, using sources on the web. In a team of two, we developed NUSTalk, a cross platform mobile application 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.

³ Software Engineering introduces the necessary conceptual and analytical tools for systematic and rigorous development of software systems.

NUS Grading Scale:

A+ & A (5.0); A- (4.5); B+ (4.0); B (3.5); B- (3.0); C+ (2.5); C (2.0); D+ (1.5); D (1.0); F (0)

S = Satisfactory; U = Unsatisfactory

CS = Completed Satisfactorily; CU = Completed Unsatisfactorily

EXE = Exempted; IC = Incomplete; IP = In Progress; W = Withdrawn