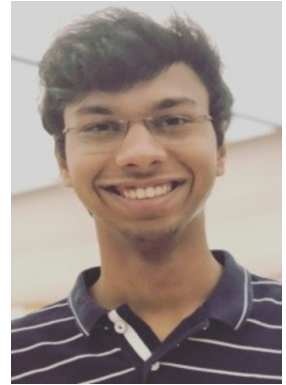


Kushagra GOYAL



Personal Statement

What I seek from this internship is a sound entrepreneurial experience and inspiration and guidelines to start my own company. I want to gain deep insights into how startups work, everyday life at a startup and the challenges faced by them. It really excites me to be part of and contribute to a startup that might be one of the biggest companies in the world in the future. Moreover, I intend to hone my technical and presentation skills through this internship and grab every learning opportunity that comes my way in order to grow as a Computer Science Professional and an aspiring entrepreneur.

I am currently a Computer Science sophomore at the National University of Singapore. I really enjoy coding, especially when my code contributes to something that people can actually use and make their lives easier. I would describe myself as a quick learner and an efficient team member who loves exploring new technologies and some areas of interest for me are artificial intelligence and web and mobile application development.

Being an international student here in Singapore has definitely helped me become a responsible and independent individual, which I count as one of my strengths. My eager-to-learn attitude makes me curious and explorative about things. Moreover, I am very cooperative and understanding of my peers and colleagues, which make me a strong team member or leader. I have a optimistic perception of things which keeps me strong in the face of adversity.

I have previously interned at two startups. For my first internship at EazyBottle Pvt. Ltd., an online 'Drinking Water Bottle' delivery startup in Bangalore, I assisted the development of two cross-platform mobile apps. I had never written JavaScript code before this internship and managed to pick it up within the first two weeks. Subsequently I worked with AngularJS and Ionic Framework and was highly appreciated for quick learning and good coding.

In my second internship at Versafleet Pte. Ltd., a transport operations management software-as-a-service (SaaS), I was part of a six member developer team responsible for the development and maintenance of the Versafleet web application, the core product of the company, built using ReactJS and Ruby on Rails. Through this internship, apart from technical skills, I learnt a lot about how a startup works, from daily standup meetings to fortnightly sprint reviews. I really liked the work culture, however I could only work full time for a few weeks, i.e., the semester break and hence I am seeking a longer commitment which can benefit both me and the organisation I join.

I would like to highlight a few skills that would enable me to contribute to any organisation I work with:

- Understanding of coding and programming languages
- Thorough understanding of data structures and algorithms
- Knowledgeable of web and mobile application development
- Creativity, problem solving and attention to detail

Finally, I enjoy being challenged and engaging with projects that require me to work outside my comfort and knowledge set, as continuing to learn new languages and development techniques are important to me and the success of any organization I work with.

[Kushagra Goyal]

Education

Aug 2016 - Present	National University of Singapore Bachelor of Computing (Honours) in Computer Science (Course details in Appendix A)	Singapore
July 2014 - May 2016	Brightlands School <ul style="list-style-type: none">Scored 99% marks in the Indian School Certificate Examinations (Grade 12)Was among the top 1%ile in the board and was offered a scholarship to study in India.	Dehradun, India

Work Experience

Aug 2017 - Present	School of Computing, National University of Singapore <i>Teaching Assistant</i> Responsible for facilitating discussions, tutoring concepts and grading assignments for the following modules: <ul style="list-style-type: none">Spring 2018: CS2100 (Computer Organisation); the module familiarises students with the fundamentals of computing devices.Fall 2017: CS1010 (Programming Methodology); the module introduces the concepts of programming in C to first year students.	Singapore
Dec 2017 - Feb 2018	Versafleet Pte Ltd <i>Developer Intern</i> <ul style="list-style-type: none">Responsible for front-end and backend web development using ReactJS and Ruby on Rails for new feature implementations, functional enhancements and bug fixes to improve the user experience of the Versafleet web application, the company's core product.Worked closely with the product team in an Agile environment.Contributed to developing a vehicle routing algorithm for a potential partner company using jsprit, a Java library, which brought the company a successful contract.	Singapore
May 2017 - July 2017	EazyBottle Pvt Ltd <i>Software Engineering Intern</i> <ul style="list-style-type: none">Worked on two cross-platform mobile apps built using Ionic Framework, a client app for online orders and a delivery app improving the UI/UX of each, adding new features and fixing bugs.All code was reviewed, perfected, and pushed to production.	Bangalore, India

Scholastic Achievements/Extracurricular Activities *(Do not include secondary schools' activities)*

Nov 2017	The 12th SoC Term Project Showcase (STePS 2017) Best Project Award - HunQRy <ul style="list-style-type: none">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.Worked as the backend developer, designed APIs and data models and handled deployment using AWS.Won the Best Project Award at the university bi-annual project showcase.	Singapore
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Aug 2016 - Present

School Contributions

Singapore

- Varsity Athlete for NUS Varsity Cricket Team
- Internal Project Manager for IEEE NUS Branch Committee 2016-17.
- Volunteer Leader for RunNUS 2017, an annual running event organized by NUS Students' Sports Club to promote healthy lifestyles among the NUS population and the public.

Skill Sets & Proficiency

Programming	Java	Proficient
	C	Intermediate
	Ruby	Basic
Web	HTML, CSS	Proficient
	JavaScript	Intermediate
Frameworks and Libraries	ReactJS	Basic
	AngularJS	Basic
	Node.js	Basic
	Ionic Framework	Basic
	Redux	Basic
Version Control	Git	Intermediate
Scripting	JavaScript	Intermediate
Office Productivity	Microsoft Word, PowerPoint	Proficient
	Microsoft Excel	Intermediate
Non-technical Skills	Project Management	Basic
	Writing/Publications	Basic

Language Proficiency

Spoken	English – fluent; Hindi – fluent
Written	English – fluent; Hindi – fluent

Additional Information

Other activities/interests	Hackathons
	Badminton
	Guitar
	Drums

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