NEAL GOYAL

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EDUCATION

University of California, Riverside
B.S. Computer Science
Estimated Graduation: June 2020
Courses: Data Structures and Algorithms, Technical Communication, Software Construction

SKILLS

PROGRAMMING: Python, C++, Java, Swift, C#, SQL
TECHNOLOGIES: Google Cloud, Adobe Creative Suite, Latex, PostgreSQL, Azure, .NET, Linux
METHODOLOGIES: Agile, Waterfall

WORK EXPERIENCE

PROCEPT BioRobotics   June 2018 - Current
Software Engineering Intern   Redwood Shores, CA
- Develops internal tools for telecommunication on medical devices using C# and .NET Frameworks
- Programs a remote desktop screen sharing software using TeamViewer's API to collect aggregate procedure data

LEADERSHIP

Residence Halls Association   Sept. 2017 - June 2018
Vice President of Administration and Finance   Riverside, CA
- Integrated 5+ years of the organization's paper documents into an online database for 30+ staff members
- Managed a budget of over $50,000 catering to over 3,000 residents for programs, travel expenses, and more

Association for Computing Machinery   April 2017 - May 2018
Outreach Chair   Riverside, CA
- Led iOS and application development workshops with members developing fully functional shopping list apps
- Communicated with 150+ students within all majors about joining the organization by tabling and social marketing
- Promoted local volunteer opportunities to members during bi-weekly general meetings

Institute of Electrical and Electronics Engineers   April 2017 - June 2018
Professional Development Chair   Riverside, CA
- Organized a tour in Northern California for 15 students at 4 top tech companies overseeing all logistics and finances
- Communicated with 10+ industry professionals in speak to give undergraduate students networking opportunities
- Planned an annual engineering event for 50+ attendees overseeing guest speakers and event logistics

HACKATHON PROJECTS

iSpy   March 2018
- Created an iOS application to play a scavenger hunt game using Swift, Objective-C, and machine learning
- Developed using Microsoft Azure's Custom Vision and CoreML to display real-time classification of objects

Play Music   Feb. 2018
- Developed an iOS application to play and record various instruments on your mobile device
- Implemented the program using Swift and Apple's AV Foundation API
- Integrated Google's Firebase in order to create a login and messenger feature for users to share their music

Remind Me Bot   May 2017
- Created an automated Twitter user account that delivers custom reminder notification tweets
- Collaborated with three students to develop this program using Agile, Python, C++, and Twitter's API

Wikipedia Game   Oct. 2016
- Created a program to solve a game where a user has to go find a word in a Wikipedia article by clicking hyperlinks
- Developed the program with 2 undergraduate students using C++ and Python