

NEAL GOYAL

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EDUCATION

University of California, Riverside

B.S. Computer Science (Minor: Marketing)

Estimated Graduation: June 2020

Courses: Data Structures and Algorithms, Technical Communication, Entrepreneurship in Computing

SKILLS

PROGRAMMING: JavaScript, C++, C#, Swift, SQL, Python

TECHNOLOGIES: Google Cloud, .NET, Latex, PostgreSQL, Azure, Adobe Creative Suite, Linux

METHODOLOGIES: Agile, Scrum

WORK EXPERIENCE

PROCEPT BioRobotics
Software Engineering Intern

June 2018 - Aug. 2018
Redwood Shores, CA

- Programed a remote desktop screen sharing software to collect aggregate procedure data using C# and .NET
- Developed an automated live map of all clinical cases using JavaScript and Firebase integrated with Salesforce
- Researched methods to deploy software updates on all devices in hospitals

PROJECT MANAGEMENT

Google Cloud (via Vaco)
Student Innovator

Sept. 2018 - Current
Riverside, CA

- Teaches Firebase and Cloud workshops with 50+ students developing fully functional projects per event
- Organizes 10+ events throughout the school year with a total of 1000+ attendees across campus
- Collaborates with 5+ student organizations to share cloud technologies and \$100 credits to members

UC Riverside
Resident Advisor

Sept. 2018 - Current
Riverside, CA

- Supervises 72 first-year residents overseeing student behavior and conduct for student housing
- Plans 15 programs with 30+ attendees per event to provide campus resources and networking opportunities

Amazon (via Riddle & Bloom)
Campus Ambassador

Aug. 2018 - Current
Riverside, CA

- Coordinates weekly tabling events to share Prime Student reaching 300+ interactions per event
- Leads interactive presentations in front of student organizations with 100+ member

CAMPUS LEADERSHIP

Bourns College of Engineering Leadership Council · Treasurer

May 2018 - Current

Residence Halls Association · Vice President of Administration and Finance

Sept. 2017 - June 2018

Association for Computing Machinery · Outreach Chair

Apr. 2017 - May 2018

Institute of Electronics and Electrical Engineers · Professional Development Chair

Apr. 2017 - June 2018

HACKATHON PROJECTS

iSpy

Mar. 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