

Saharsh Goenka

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EDUCATION

Arizona State University

Aug. 2021 - May 2025 (Expected)

B.S. in Computer Science | Concentration in Software Engineering

Current GPA: 4.00/4.00 | Tempe, AZ

- **Relevant Coursework:** Object-Oriented Programming and Data Structures, Principles of Programming, Calculus for Engineers I & II, Discrete Math Structures
- **Awards:** Dean's List (all semesters), New American University Scholar (Provost)
- **Clubs:** Software Developers Association, Linux Users Group
- **Hackathons:** SunHacks 2021

EXPERIENCE

Teaching Assistant, Principles of Programming

Aug. 2022 - Present

Arizona State University

Tempe, AZ

- Kick-started the computer science journey of 75 students in the Principles of Programming course
- Assist the course instructor in teaching at weekly Java Lab sessions
- Provide students additional assistance by holding weekly in-person and online study hall sessions
- Monitor and answer assignment-related questions at the Inscribe Community Site

Kung Fu Instructor

June 2017 - Jan. 2020

Dragon Rhythm Shaolin Kung Fu

Fremont, CA

- Taught 200+ students from ages 4 to 60+ years across all belt levels
- Prepared students to succeed at performances, belt tests, and competitions
- Served as a judge at monthly belt tests and at annual Kung Fu competitions
- Helped Kung Fu master set up the student instructor training program

NYLT Camp Guide

July 2016 - June 2017

National Youth Leadership Training (NYLT)

Livermore, CA

- Guided a group of 6 high-school scouts through an intensive 6 day leadership camp
- Taught leadership skills through presentations and activities with a focus on how a leader should be, know, and act
- Taught scouting skills including wilderness survival and camping through organizing games and competitions

SELECT TECHNICAL PROJECTS

ASU Open Seat Checker | Javascript, Node.js, Puppeteer, Twilio, Oracle Cloud Infrastructure, Git

Sep. 2022

- Utilized the Puppeteer library to scrape class data from the ASU Class Search page
- Notified user through call and text with Twilio APIs when a spot opened in a desired class

Tindog, Dice Game & Drum Kit | HTML5, CSS, Javascript, Git - Web Development Bootcamp

June 2022

- Designed a mock product page utilizing the Bootstrap library for a dating app for dogs
- Created a website that allows a user to make keyboard strokes to play different drum instruments
- Developed a website that announces a winner based on which dice rolled a higher number

Motorskills Development App | Javascript, P5.js - FSE 100 Class Project

Oct. 2021 - Dec. 2021

- Designed an app that intended to help children improve essential motor skills
- Worked with a group to develop 3 mini-games that each focused on developing a specific motor skill

Stock News Data Scraper | Java, Selenium, ApachePOI, Maven, Git

Apr. 2021 - May 2021

- Scraped bank analyst upgrade and downgrade data from a stock news site utilizing the Selenium library
- Compiled and sorted the data in an excel sheet with ApachePOI to predict price movement

Monopoly & Tic Tac Toe Games | Java - AP Computer Science Class Projects

Dec. 2020 - May 2021

- Created the Monopoly and Tic Tac Toe games in Java that ran on the terminal

TECHNICAL SKILLS

Languages: Java, Javascript, HTML5, CSS3

Frameworks: Node.js, Express.js

Developer Tools: IntelliJ Idea, Atom, Visual Studio Code, Git, Maven, NPM

Libraries: Bootstrap, jQuery, Puppeteer, Selenium, ApachePOI, P5.js

Certifications: The Complete Java Certification Course (Udemy)