Siddhant Goel

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SKILLS

EXPERIENCE

- Machine Learning
- Full Stack Development
- Programming Knowledge:
 - o C++
 - o Python
 - Swift (and Xcode)
 - o Java
 - Jupyter
 - o React.js
 - JavaScript
 - Node.js
 - o HTML
 - o CSS

 - o **C**#
 - o .Net
 - o Django
 - o Git
 - o AWS Lambda
 - o AWS EC2
 - o SQL
 - Bash
- Languages:
 - o English
 - o Hindi
 - French
- Proficient in Microsoft Office
- Proficient with Photoshop
- Leadership and Management

INTERN • UBER ADVANCED TECHNOLOGIES COMPANY • MAY 2019 – AUGUST 2019

Designed a pipeline for creating vector tiles from raw map data

Created a service on AWS to serve the vector tiles and tile spec sheets

Expansions of the project included UI additions for visualization of the data

CO-FOUNDER • AURA TRADING COMPANY • JUNE 2017 - AUGUST 2018

Management work included business planning, market strategies, team management Engineering work included making apps, devices, and websites

Our goal was to provide a digital economy in a country dependent largely on cash

RESEARCH & TEACHING ASSISTANT • UNIVERSITY OF VIRGINIA • FALL 2018 – SPRING 2019

Capstone Research in Machine Learning focusing on corrective suggestions in software Research in Human Computer Interactions focusing on educational learning for children in museums, focusing on the concept of interconnectedness

Research in Embedded focusing on cross compiling and targeting C code onto TI MSP430

INTERN • PINE LABS • JUNE 2018 - JULY 2018

Created a test suite for bank simulator using C# and .Net

Worked on the iOS application, focusing on the design aspects of the application

IOS DEVELOPER • LITTLE BLACK BOOK • MAY 2017 – JULY 2017

Designed an image picker for the recommendation posts Implemented tool to natively pull data from the API Helped make similar articles/authors tabs in pages

VICE PRESIDENT • CATALYST • SEPTEMBER-NOVEMBER 2015

Organized events (including Spark, an event for 200 schools), designed the club's website and magazine, and obtained experience with Photoshop and Illustrator

CLUBS

HackCville, Student Game Development Club, HooApps, Engineering Student Council

COURSEWORK

- Artificial Intelligence
- Computer Vision
- Machine Learning
- Algorithms
- Computer Architecture
- Theory of Computation
- Program & Data Representation
- Advanced Software Development
- Human Computer Interactions
- Embedded Systems

Cumulative GPA: 3.86

EDUCATION

B.S. in Computer Science with a major GPA of 3.95

SCIENCE • DELHI PUBLIC SCHOOL, R.K. PURAM, CLASS OF 2016

Subjects in 11th and 12th grade: Chemistry, Physics, Mathematics, Computer Science

ENGINEERING UNDERGRADUATE • UNIVERSITY OF VIRGINIA, CLASS OF 2020

RELEVANT LINKS

https://www.linkedin.com/in/goel-siddhant

https://siddhant-goel.github.io

https://github.com/sg2nq

http://auratrading.co

https://bit.ly/2CpOnhq - LBB App