SYNA GOGTE

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EDUCATION

University of Southern California Los Angeles, CA
Bachelors of Science (BS) in Computer Engineering and Computer Science December 2025
- Major GPA: 4.0/4.0 Cumulative GPA: 3.94/4.0
- Relevant Coursework: Data Structures and Object-Oriented Design, Introduction to Embedded Systems, Discrete Methods in CS, Linear Algebra, Multivariable Calculus, Algorithms, Software Programming, The Internet of Things (Distributed Systems), Digital Circuits, Professional C++, Internetworking

SKILLS

Programming Languages   Python, C/ C++, Java, HTML/CSS, JavaScript, SQL
Other Technical Skills   Arduino, ReactJS, Grafana, Figma, Flask, REST API, PyTorch, MATLAB, Git, Github, Linux

WORK EXPERIENCE

BMC Software Santa Clara, CA
R&D Intern May 2023-November 2023
- Developed a BMC chat box; established a POST call with 3 parameters and returned a confirmation message using a Flask API and Python. Delivered high-quality components and played a key role in achieving project objectives
- Enhanced efficiency of SQL statements by implementing indexes, resulting in improved query performance. Showcased expertise in crafting intricate SQL queries to enhance performance and maintain data accuracy

USC Viterbi School of Engineering Los Angeles, CA
EE109 (Embedded Systems) Course Producer (Undergrad TA) August 2023-Present
- Facilitated in the instruction of C embedded software/hardware concepts including interrupt mechanisms and circuit analysis to 150+ students
- Conducted weekly programming labs to reinforce curriculum, providing hands-on guidance. Host office hours to address student queries. Evaluate assignments and assess midterms/final exams

USC ACME Lab Los Angeles, CA
Undergraduate Researcher August 2023-Present
- Led creation of an advanced machine learning algorithm to precisely identify user location using magnetic induction technology across 8 wearable biomedical device coils
- Implemented and fine-tuned deep recurrent neural networks (RNNs) for human activity recognition, improving the accuracy and robustness of the system by 50%

ACADEMIC PROJECTS

Restaurant Tracker Los Angeles, CA
Java, HTML, CSS, JS, SQL November 2023
- Created a feature-rich web app where users search restaurants, curate a list of favorite dining spots, and schedule reservations
- Delivered a user-centric dining experience, using the power of Yelp's API to display the 10 top restaurants. Utilized skills in API integration and database management, contributing to a user-friendly and functional web application

Spotify Song Recommender (IOT) Los Angeles, CA
Python, Flask API, Raspberry Pi, Grove Pi November 2023
- Constructed an application to recommend the user a song from the user's Spotify top tracks based on surrounding noise loudness and a specified maximum duration
- Employed a Raspberry Pi with the grove sound sensor and a rotary angle sensor, processed the data, and sent it to a Python flask server to select the song. Achieved a 95% accuracy in song recommendations

Trojan Dining Hall App San Jose, CA and Los Angeles, CA
Python, ReactJS July 2023
- Developed a Python web scraping script for back-end, extracting data from USC dining hall website. Transformed data into JSON files and presented information in a mobile app format

ACTIVITIES

HackSC Community Lead & HackerXP member: Organized workshops, speakers, and other events for the annual HackSC hackathon and the HackSC club, brought together 500+ students