Syna Gogte

📱 408-334-4380 | ✉ sgogte@usc.edu | 🐙 github.com/synagogte | 💼 linkedin.com/in/syna-gogte/

Education

B.S. in Computer Engineering and Computer Science   *Los Angeles, CA*

University of Southern California - Viterbi School of Engineering   *Aug 2022 - May 2026*

- Major GPA: **4.0/4.0** Cumulative GPA: **3.93/4.0**
- **Relevant Coursework:** Data Structures and Object-Oriented Design, Introduction to Embedded Systems, Discrete Methods in CS, Linear Algebra, Multivariate Calculus

Skills

Programming Languages   Python, C/ C++, Java, HTML/CSS, JavaScript, SQL,

Other Technical Skills   Arduino, ReactJS, Grafana, Figma.

Work Experience

BMC Software   *Santa Clara, CA*

R&D Engineering Intern   *May 2023 - Present*

- Developed a strong proficiency in SQL, utilizing them to create and join tables, and execute efficient scripts and demonstrated expertise in writing complex SQL queries, optimizing performance, and ensuring data accuracy.
- Created visual representations of critical data points to assist companies in gaining a comprehensive view of their IT infrastructure, slashing decision-making by 20%.

USC Viterbi School of Engineering   *Los Angeles, CA*

EE109 Course Producer under Mark Redekopp   *Fall 2023 - Present*

- Facilitate in the instruction of C embedded software/hardware concepts including interrupt mechanisms and circuit analysis to 150+ students.
- Run weekly labs that reinforced programming curriculum. Hold office hours to answer additional questions from students. Grade assignments and midterms/final test.

Projects

Wordle Helper   *Los Angeles, CA*

C++, Recursive Backtracking, Data Structures   *Class Project*

- Used recursive backtracking and a set data structure to create a list of possible words based on criteria such as the length of the word, correct letters, and floating letters, to help with the NYT game Wordle.

Amazon Mockup   *Los Angeles, CA*

C++, Object Oriented Programming, Data Structures   *Class Project*

- Created a mock Amazon e-commerce platform that facilitated the creation and purchase of products by users. I utilized vectors, ensuring seamless performance and scalability.

Personal Website   *Los Angeles, CA*

HTML/CSS/JS   *March 2023 - Present*

- Used HTML, CSS, and JS to create an interactive website highlighting my academic and personal interests and achievements.
- Link to Website (`https://synagogte.github.io/webpage/finalproj/index.html`)

Trojan Dining Hall App   *San Jose, CA and Los Angeles, CA*

Python, ReactJS   *June 2023 - Present*

- Built a back-end Python web scraping script to extract data from USC dining hall website, transformed it into JSON files, and presented information in mobile app format using React framework.
- GitHub: (`https://github.com/synagogte/dininghall`)

Portfolio   Link: `https://synagogte.github.io/webpage/`

Leadership

HackSC   *Los Angeles, CA*

Community Lead and HackerXP Member   *April 2023 - Present*

- Planned team bonding events and trips to foster a close environment and team morale, leading to an almost 100% retention rate.
- Organized workshops, speakers, and other events for the annual HackSC hackaton, which brought together 500+ students .
- Wrote informational materials such as event FAQ and welcome packets for participants and judges, which helped ensure the event ran smoothly and guests were well informed on what to do. Post event survey feedback resulted in 95% satisfaction.