Kush Goswami

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Education

University of California, Berkeley — Berkeley, CA
Bachelor of Science in Electrical Engineering and Computer Science — *Aug. 2021 – May 2025*
Cumulative GPA: 3.484
Relevant Coursework: Efficient Algorithms, Discrete Math, Data Structures and Algorithms, Computer Architecture, Linear Algebra, Designing Information Devices and Systems, Intro to Quant Finance

Experience

Software Engineer — Mar. 2023 – Present
Easy Eats — *Berkeley, CA*
- Using React Native to develop UIs for merchant/customer mobile applications to enable restaurant line-skipping
- Leveraging Firebase Realtime Database and Cloud Functions for orderflow and cross-app communication
- Utilizing the Xendit API (RESTful) with deep linking to enable seamless transactions through eWallets

Software Engineering Intern — Jun. 2022 – Sep. 2022
Chevron — *San Ramon, CA*
- Used KQL and Python to mine Azure Log Analytics data of Chevron's core internal software engineering tools
- Built a PowerBI dashboard of 23 Azure functions' metrics highlighting strong points and areas of improvement
- Collaborated with other Chevron software engineers to modify Azure functions, decreasing error rates by over 70%
- Demonstrated newly improved set of functions to 100+ people in Chevron's Software Engineering department

Software Engineer — Sep. 2021 – Nov. 2022
Unisafe Inc. — *Berkeley, CA*
- Used Python, OpenStreetMap data, and Berkeley Open Data to create a safety optimized path finding algorithm
- Created a front-end using React Native and Google Maps API to enable users to navigate along the custom path
- Made a responsive landing page using HTML, CSS, JavaScript, and Google Sheets API saving company $168/yr
- Raised $25k for 5% at a $500k valuation in pre-seed funding from an angel investor to further product development

Tutor — May. 2020 – Aug. 2021
Code Ninjas — *San Ramon, CA*
- Taught middle schoolers computer science fundamentals such as control flow and loops in Scratch and Python
- Revamped lessons based on customer feedback to include progress metrics, increasing positive reviews by 34%
- Created/conducted project-based Python summer camps, increasing year-over-year summer camp sales by 26%

Projects

Poker Insights | *React Native, JavaScript, Firebase* — Jul. 2023 – Present
- Creating React Native mobile application to enable users to track poker sessions and compare data with friends
- Utilizing Victory Native to create data visualizations of win ratio as pie chart and balance over time as line chart
- Using Firebase to store session data, store personal info, manage user relationships, and authenticate users

SpotifyToMP3 | *Python, Flask, PyTube, Spotify API, YouTube API* — Jul. 2023 – Aug. 2023
- Created application using Flask, Spotify API, and YouTube API to download user's Spotify library to their device

Efficient Frontier Algorithm (EFA) | *Python, NumPy, Pandas, Yahoo Finance API* — Apr. 2023 – May 2023
- Trained EFA to minimize S&P 500's risk to reward using Yahoo Finance API S&P 500 data from 2015 to 2017
- Utilized Pandas, NumPy, and QPSolvers to organize data and calculate optimal weights of each stock to purchase
- Beat market returns by 50% (actual -6% vs algorithm's -3%) when testing EFA algorithm on 2018 S&P 500 data

Third Person Maze Game | *Java* — Oct. 2022 – Nov. 2022
- Utilized Java and OOP to generate a maze with obstacles, checkpoints, and special items based on a random seed
- Implemented an enemy player who uses the A* path finding algorithm to follow the user throughout the game
- Created a system where users can save and load their game state to and from a locally stored text file

Technical Skills

Languages: Python, JavaScript, Java, HTML/CSS, MATLAB, KQL, R
Frameworks: React, React Native, Node.js, Flask
Developer Tools: Git, Heroku, Firebase, Microsoft Azure, Amazon Web Services, Visual Studio Code, IntelliJ
Libraries: Pandas, NumPy, Matplotlib, QPSolvers, Victory Native