Uday Goyat

941-914-8849 | udaygoyat45@gmail.com | udaygoyat45.github.io | github.com/udaygoyat45

EDUCATION

Georgia Institute of Technology

Atlanta, GA

Bachelor of Science in Computer Science, GPA: 4.0, Faculty Honors

Expected Graduation: May 2025

Selected Coursework: Computer Systems, Networking, Data Structures & Algorithms, Database Systems, Probability Theory

Professional Experience

NVIDIA

September 2024 - November 2024

Santa Clara, CA

Software Engineer Intern

- Simulated GPU chips in C++ on the Architectural Modeling (AModel) team responsible for debugging and testing.
- Utilized template meta-programming in C++ to inline virtual function calls, increasing Amodel speed upto 15%.
- Implemented a load-balancing algorithm for NVIDIA's Blackwell and Hopper GPUs, passing 300+ directed tests.
- Developed C++ infrastructure to support 2000+ configurable "knobs" for GPU architecture settings.

Ramp

May 2024 – August 2024

Software Engineer Intern New York City, NY • Implemented support for 1.0% cashback on Ramp's cards, increasing client acquisition and customer base.

- Reduced approval latency for new businesses on Ramp, enabling 5% in-session auto-approvals post-application. • Identified 106 potential delinquent businesses before onboarding for Ramp's services, preventing \$100K+ in fraud.
- Developed API endpoints to identify and correct potentially transaction mislabels with 93% accuracy.

MathWorks

May 2023 – August 2023

 $Software\ Engineer\ Intern$

Boston MA

- Created testing framework to run 6000+ tests which resolved 40+ critical bugs concerning visual signal data in Simulink.
- Added automation tools like dragging, clicking and visual result verification to the internal **JavaScript** testing framework.
- Designed a scalable web app to visually verify 45,000 signal data points, check the test statistics, and report failed tests.

Projects

DockTrack | github.com/udaygoyat45/docktrack

December 2024

- An OCaml-based GitHub plugin that ensures documentation remains up-to-date by tracking features.
- Designed a feature tree that organizes repository features hierarchically, prompting users to document changes each commit.

TaskWeaver | github.com/udaygoyat45/uday_multiagent

March 2025

- Developed a multi-agent web automation system capable of executing multiple tasks in parallel from a single prompt.
- Dynamically generates a dependency graph, defines and manages task execution, and provides a user-friendly frontend interface.

 $SummarEase \mid github.com/udaygoyat45/SummarEase-backend$

November 2023

• Implemented a Python Llama.cpp server with Vicuna models to perform comprehensive content summarization.

Research

Technologies and International Development (TID) Lab

August 2022 - May 2024

Research Assistant

Hacklytics 2024

Atlanta, GA

- Webscraped 10 million+ comments on Twitter using BeautifulSoup and Scrapy to gain insights into an online narrative.
- Utilized BERT models for topic modeling, sentiment analysis, and graph algorithms to identify 7 narrative proponents.

AWARDS & PUBLICATIONS

Journal of Quantitative Description: Digital Media

March 2025

1st author for article titled, "The President is Dead: How Oppression Motivates Rumor Adoption" (WIP)

International Society for Music Information Retrieval Conference

December 2022

Presented paper titled, "Teach Yourself Georgian Dataset: A Corpus Of Traditional A Cappella Vocal Polyphony"

February 2024

Placed 2nd in Traversaal.ai track out of 1000+ students in the largest data science collegeiate hackathon.

MathWorks Math Modeling Challenge

April 2022

Placed 3rd overall out of 600+ papers submitted, presenting the research at Jane Street to NYU professors.

SKILLS

Languages: Python, JavaScript, TypeScript, C++, MATLAB, Rust, OCaml, SQL

Developer Tools: Git, Unit Testing, Relational Database, Postman, Azure, AWS, Docker, QA

Libraries: OpenGL, OpenCV, Pandas, NumPy, SciPy, Matplotlib