

RAAGHAV GOEL

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EDUCATION

University of California, Berkeley

Expected **May 2021**

B.S. Electrical Engineering and Computer Sciences

Relevant Coursework: Data Structures, Discrete Math & Probability, Introduction to Artificial Intelligence, Introduction to Data Science, Multivariable Calculus, Intermediate Microeconomic & Macroeconomic Theory

WORK EXPERIENCE

Foresight Mental Health | Product Management Intern

June 2019 – Present

- Strategized roadmap for development of data analytics portal involving key metrics to track company growth & impact
- Assisted in developing product roadmap, in an Agile environment, for a suicide-risk algorithm impacting 1,000+ patients
- Developed training material for 45 technical and non-technical employees to rollout a significant software update used to provide mental healthcare to 850+ patients.
- Used Marker.io to implement effective communication channels for bug tracking reports for technical & non-technical employees, resulting in a 50% reduction in turnaround time for bug fixes.
- Conducted primary & secondary market research to identify market requirements for future products & feature investments

Ernst & Young LLP | Fraud & Dispute Services Intern

Jul 2018 – Aug 2018

- Conducted industry analysis & surveys for various Fortune 500 companies, to understand common occurrences of fraud
- Assisted in writing a paper on strategies for & the importance of compliance for the ACMA of India
- Analyzed the bylaws of a venture fund to identify potential instances of non-compliance and misappropriation of assets

PROJECTS

Download-Sudoku | Python

- Designed a web scraper that downloads Sudoku puzzles as PNG files after taking user input about desired number of puzzles & difficulty level, providing non-tech savvy individuals convenient access to Samurai Sudoku puzzles
- Used the PyFPDF library to implement a function that combines image files, fed in as a NumPy array, into a PDF

BearMaps | Java

- Wrote the web server code for a mapping application, using the Open Street Maps dataset to construct a graph
- Implemented Map Rastering, used to convert information into a pixel-by-pixel image, allowing for features like zoom
- Implemented the A* search algorithm to output the shortest route between two locations

CS61BYoG | Java

- Developed a tile-based maze game from scratch, through the generation of interactive worlds
- Created a pseudorandom world generator, using a tile rendering engine. Each world consists of rooms & hallways
- Added basic UI elements & incorporated features like loading/saving, scoring etc. that allow the user to play the game

EXTRACURRICULARS

Microfinance at Berkeley | President

Jan 2018 – Present

- Lead a team of 30 consultants & manage officers for Consulting, Microfinance, Marketing & Operations
- Created timeline with deadlines for semester-long initiatives to hold officers accountable, fostering clear communication
- Work with 4 clients per semester to provide pro-bono consulting services & partake in regular client interaction
- Created case interviews & developed training module to teach decking, research, problem analysis & client interaction
- Redesigned website for Microfinance at Berkeley and Rising Loafer, a Bay Area cafe, to highlight their zero-waste mission.

DiversaTech Consulting | Project Manager

Aug 2018 – Present

- Fall '19: Leading team of 6 consultants to help Tinder expand in international markets through feature ideation & prototyping
- Spring '19: Developed strategies, through UX & market research, to grow Affirm's retail presence, increasing users & profits.
- Fall '18: Recommended nation-tailored IDV solutions to help Airbnb reduce friction in the verification process

SKILLS

Computer: Java, Python, Swift, Ruby on Rails, SQL, Scheme, HTML, CSS, Flask, Microsoft Office

Languages: English and Hindi (native proficiency), French (limited working proficiency)

Interests: Travel, Gourmet Food, Classical & Pop Music, Tennis, Debate, Learning Languages