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# Richie Goulazian

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## Education

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University of Pittsburgh, Honors College  
B.S. Computer Science

Intended graduation: April 2023  
GPA: 4.0/4.0

Relevant Coursework: Data Structures & Algorithms, Web Development, Deep Learning, Computer Organization and Systems Software, Linear Algebra, Statistics

## Skills

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- Experienced: **Java, Python, JavaScript, TypeScript, Web development** (Node.js, React, Next.js)
- Familiar: **C++, Go, Deep learning** (PyTorch), **Docker, C#**

## Work Experience

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Aurora Innovation

September 2021 – Present  
Pittsburgh, PA (Remote)

Software Engineering Intern

- Working on high definition maps for autonomous trucks

Google

May – August 2021

Software Engineering Intern

New York, NY (Remote)

- Developed a web-based debugging tool for the experimentation framework used across Google (**Java, TypeScript**)
- Projected to increase the productivity of **8000** Google engineers through a user-friendly UI and intelligent input validation
- Completed the project 5 weeks ahead of schedule, leaving time to design and implement additional features, add analytics, and launch the product to collect and iterate on feedback

Google

May – August 2020

STEP Intern

Sunnyvale, CA (Remote)

- Worked in a 3-intern team to design, develop, and deploy a mentorship web application for first-time contributors to open source: [git.io/JJnot](https://git.io/JJnot) (**Java, JavaScript, React, RESTful API, OAuth, Google Cloud**)
- Completed a 5-week Google training course on **web development, git, testing, and coding best practices**: [git.io/JJn6u](https://git.io/JJn6u)

Timberlane Inc

March – August 2019

Software Engineering Intern

Montgomeryville, PA

- Developed a web-based product configuration software that expanded customization options, streamlined the ordering process (**Python, HTML & CSS**)

## Projects

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VaccinatePA

January – July 2021

Co-Founder

- Co-founder and lead technical developer of a website for finding COVID-19 vaccine appointments in PA with **450,000+ users**: [VaccinatePA.org](https://VaccinatePA.org) (**TypeScript, React, Next.js, AirTable**)
- Recruited **200+ volunteer callers** and developed an email-based phone call distribution system to regularly collect information from **1600+** PA vaccine providers (**Python**)
- Engaged with extensive press coverage (**20+ news interviews**) to increase awareness of the website and to recruit new volunteers: [linktr.ee/vaccinatepa](https://linktr.ee/vaccinatepa)

Raytracing Renderer, Personal Project

September 2021 – Present

- Using **C++** to build a real-time raytracing renderer that supports reflections and multiple light sources: [git.io/Jz9Pi](https://git.io/Jz9Pi)

Reinforcement Learning in MOBAs, Class Project

January – May 2021

- Used **Python** and **PyTorch** to train an RL agent in a MOBA environment; used self-play, LSTMs, PPO, and GAE: [git.io/JZJ2x](https://git.io/JZJ2x)

## Activities and Leadership

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Computer Science Club

April 2020 – Present

Director of Experiential Learning

University of Pittsburgh

- Strengthening the Pitt CS project community by creating and running a 5-week virtual hackathon with 100+ participants
- Empowering Pitt's next generation of computer science students by running a mentorship program with 100+ members