Hardik Goel Email: goelx033@umn.edu Website: http://goelhardik.github.io/ Mobile: +1-612-532-4261LinkedIn: https://www.linkedin.com/in/hardikgoel Education..... M.S. Computer Science Sep. 2015 - May 2017 (Expected) University of Minnesota, Twin Cities GPA: 4.0/4.0 Advisor: Prof. Arindam Banerjee B.Tech. Electronics & Communication Engineering Jul. 2007 - May 2011 Indian Institute of Technology, Roorkee GPA: 7.6/10.0 Selected Courses..... Machine Learning Artificial Intelligence (I, II) Matrix Theory Applied Parallel Programming Advanced Algorithms and Data Structures Intro to Compilers Publications..... • H. Goel, I. Melnyk, N. Oza, B. Matthews, A. Banerjee. "Multivariate Aviation Time Series Modeling: VARs vs. LSTMs", SDM 2017 (Under Review). Research Experience..... • Inverse Reinforcement Learning for Anomaly Detection Nov 2016 - Present Technology: Python Description: Investigating an Inverse Reinforcement Learning based framework for anomaly detection in time-series aviation data. • Multivariate Time-Series Modeling with Deep Learning May 2016 - Oct 2016 Technology: Python, Theano, Lasagne Description: Time-series forecasting on aviation data. Performed careful empirical comparison between Vector Auto-Regressive (VAR) and Long Short-Term Memory (LSTM) based models (standard LSTM and sequential autoencoders) for time-series prediction. Projects..... • Automatic Musical Chord Recognition Oct 2016 - Present Technology: Python, Scikit-Learn, Keras Description: Building a machine learning system for automatic chord recognition from raw audio. Exploring sequential

models for exploiting chord-progression information.

• C- Compiler

Feb 2016 - Apr 2016

Technology: C, Flex, Bison

Description: Implemented all the parts of a compiler - lexical analyzer, parser, semantic analyzer, type checker and code generator - for a C-like language (without pointers).

• Othello Game Playing Bot

Dec 2015

Technology: Python

Description: Designed an AI system using adversary search algorithms and scoring heuristics to play the game of Othello. Also wrote a Tic Tac Toe game for humans to play against an unbeatable bot.

Work Experience.....

Oct 2013 - Jul 2015

Cisco Systems Software Engineer II

- o Worked on board bring-up for new network adapters. Added support for 1G network speed and automatic firmware
- Refactored a command-line based tool for multiple host configuration as opposed to a single host earlier.

Cisco Systems

Jul 2011 - Sep 2013

- Software Engineer I
 - Worked on remote booting using iSCSI to fix host crashes due to timing issues.
 - Created a tool in python for remote debugging of network adapter issues.