

Sahil Gathe

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EDUCATION

University of California San Diego,

Bachelor of Science in Computer Science

La Jolla, CA

Sept. 2021 – June 2025

EXPERIENCE

UC San Diego Center for Energy Research

Student Software Engineer

Oct. 2024 – Apr. 2025

San Diego, CA

- Shipped an educational **web, IOS and android** application to visualize green energy data using the **React Native Framework** massing over 100 downloads.
- Utilized a database with 10,000 points of climate and energy data and programmed an API which enabled our application to do real time data visualization.

Center for Health Design

Software Engineering Intern

July 2024 – Dec 2024

San Diego, CA

- Developed software for the LifeSaver project integrating medical devices with AR overlays into a environment using **Unity** and the **OpenXR SDK**.
- Collaborated with mechanical engineers and UX designers to develop AR interactions with the physical product using **Unity**.
- Developed **Node.js** backend infrastructure enabling AI to control Unity functions and AR environments through JSON-based API communication for the LifeSaver platform. Enabling AI lead AR interactions with future scalability.

CLUBS

Design Co

Web Developer & Board Member

Feb. 2024 – June 2025

San Diego, CA

- Program Managed the DCo Up-Grade Summer Internship program, managing and connecting 42 designers & developers with 6 non-profit organizations.
- Collaborated with a team of designers and developers, and presented free design workshops to prepare young professionals and undergraduate students for design and engineering careers.
- Developed social media management internal tools using **React & MongoDB** to allow the marketing team to pre-schedule social media posts.
- Engineered four interactive websites for large scale Design Co events using **react, typescript, scss** and **Vercel**.

PROJECTS

VR Flight Simulator | *Unity, C#, OpenXR SDK*

March 2024

- Utilized **Unity**, and **C#** to build a flight simulator which allowed players to create custom point-to-point tracks in VR and race to set lap times.
- Ported the application to Windows, and stand-alone VR through the Meta Quest.

OpenGL Graphical Ray Tracing | *OpenGL, C++*

Feb 2024

- Programmed an application which rendered ray traced geometry from a text file using the **OpenGL** library
- Implemented a bounding box acceleration structure to improve rendering times by 2x

Pantry Pal App Development | *JavaFX, Whisper API, OpenAI API, DALLE API*

June 2023

- Developed with a team of 6 an AI recipe generation app
- Integrated agile development practices using Github projects to ensure an organized process.

TECHNICAL SKILLS

Languages: JavaScript/Typescript, Python, CSS, HTML, C#, Java, C, C++,

Frameworks: React, WordPress, MRSDK, OpenXR, React Native

Developer Technologies: Git, Docker, MongoDB, VS Code, Unity, Godot, Node.js, express.js, Next.js