

# rachit kataria

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## ■ work experience

**Facebook** - Incoming Software Engineering Intern 05/2017 - 08/2017

**Apple** - Software Engineering Intern 05/2016 - 08/2016

- Independently designed and implemented a full-stack iOS sample code application using the CloudKit API framework to showcase existing and newly released features in iCloud.
- During the development process, I discovered and reported many showstopper bugs in various core modules across Apple's software stack and helped to refine some API(s) which were publicly released in iOS 10
- Presented work to the Director of the iOS Apps & Frameworks division and got stellar feedback

**USC Department of Computer Science** - Course Producer 08/2016 - Present

- As an undergraduate teaching assistant for CSCI 103: Intro to Programming, I manage C++ lab sessions, hold weekly office hours, and grade exams and assignments

**USC Teamcore Research Group** - Undergraduate Research Fellow 08/2015 - 03/2016

- Applied game theory algorithms in Unity and Java to create a large-scale, robust 3D simulation of current TSA Dynamic Aviation Risk Management System (DARMS) airport protection measures

## ■ projects

**WatchBand - A Real Time Musical Immersion (Stanford TreeHacks)** 02/2016

- Using the WatchKit and Core Motion Swift frameworks, I implemented the accelerometer controller of a watchOS application through which users can strum and drum air-instruments to the beat of their favorite music

**Quark - Interactive Video Manipulation and Audio Playback Control (USC Hack SC)** 11/2015

- Using the Swift Core Image and AVKit frameworks, I implemented the video and image filtering of a multiplayer Apple TV application which allows for real-time manipulation of video and audio using iPhone touch gestures and QR code recognition

**Sonder - Tap into the World Around You (UCSD SD Hacks)** 10/2015

- Using the Swift UIKit framework, I implemented the UI of a social media platform which crowdsources anonymous compliments from users creating a sphere of positivity

## ■ leadership

**Hack SC - USC's Largest Hackathon (800+ students)** 07/2016 - Present

- Director of Hack SC and Co-head of Logistics

**Spark SC - USC's Premier Student-led Entrepreneurship Initiative** 08/2015 - Present

- USC Hackers Lead (Aug. 2016 - Present)
- Startup Career Fair Lead (Jan. 2016 - May 2016)
- Safari Bay Trip Lead (Jan. 2016 - May 2016)
- Hack "Knights" Program Lead (Aug. 2015 - Dec. 2015)

## ■ skills

**Programming Languages:** C/C++, Java, Swift, Objective-C, HTML / CSS

**Operating Systems:** iOS, macOS, Windows

**Tools:** Xcode, Eclipse IDE, GitHub, Visual Studio Code

## ■ education

**University of Southern California,  
Viterbi School of Engineering**

B.S. Computer Science 2019

Minor: Entrepreneurship

GPA: 4.0 / 4.0

**Lynbrook High School**

High School Diploma 2015

Valedictorian, GPA: 4.0 / 4.0

## ■ awards

**Apple App Store Marketing Challenge** 08/2016

Placed 2nd out of 30 intern teams - pitched an innovative product feature idea to Apple's Senior VP of Worldwide Marketing and his executive team

**Project Quark** 05/2015

"Best iOS or OS X App" - Apple

"Best Use of Visual Media" - Disney

"Best First Time Hackathon Hack" - Hack SC

**USC Trustee Scholar** 06/2015

Full tuition merit scholarship awarded to the top 1% of incoming freshman

**USC Academic Achievement Award** 05/2016

Provides a tuition benefit to students with a GPA of at least 3.75 to pursue multiple undergraduate degree objective

**Dean's List Scholar** 05/2016

Fall 2015, Spring 2016, Fall 2016

**USC Viterbi Undergraduate Merit Research Fellow** 06/2015

Research grant of \$2500 per year awarded to the top 40 incoming Viterbi engineers

**USC W.V.T Rusch Undergraduate Engineering Honors Program** 06/2015

Top 10% of incoming freshman engineers

**National Merit Scholar** 06/2015

Awarded by the National Merit Scholarship Corporation to 8,000 exceptional high school students out of over 1.5 million applicants nationwide