

rachit kataria

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work experience

- Facebook – Software Engineer** 01/2020 – Present
- Working on bringing the world closer together
- Blend Labs – Software Engineering Intern** 05/2019 – 08/2019
- Migrated core lending configurations from Mongo to Postgres as part of a larger effort to move towards micro-services, leveraged techniques such as dual reading / writing and gatekeepers to achieve zero-downtime
 - Rearchitected our internal Postgres Typescript client into a better encapsulated, performant API wrapper with eager and lazy cache functionality
 - Refactored several critical public API endpoints for our annual v3 update
- Facebook – Software Engineering Intern** 09/2018 – 11/2018
- Worked on Origami Studio for Mac at Facebook's New York headquarters
 - Helped redesign the asset creation, manipulation, and prototyping flow used by hundreds of Facebook designers and thousands of external users
- Shape Security – Software Engineering Intern | Kleiner Perkins Fellow** 05/2018 – 08/2018
- Worked on machine learning and AI applications for cybersecurity
 - Implemented novel time-series classification models to analyze mobile telemetry data
 - Presented research findings directly to CEO and CTO and received stellar feedback
- Facebook – Software Engineering Intern** 05/2017 – 08/2017
- Spearheaded development of new iOS Facebook Text Stories and added client-side stories rendering for crisper quality
 - Launched friend and page tagging on Facebook Stories, making the product more interactive and dynamic
 - Implemented internal tool to automate QA efforts and improved testing flow to speed up cross-functional development
- Apple – Software Engineering Intern** 05/2016 – 08/2016
- Independently designed and implemented a full-stack iOS sample code app for Apple's Developer portal to showcase existing and new features in CloudKit's APIs such as iCloud Sharing for iOS 10
 - During the development process, I discovered and reported many showstopper bugs in various core modules across Apple's software stack and helped to refine CloudKit APIs which were publicly released in iOS 10

projects

- Stronger – Helping Opiate Addicts in Their Moments of Crisis (LA Hacks)** 04/2018
- Using Swift 4 and Google Cloud's Vision API, I implemented the speech-to-text recognition and cognitive behavioral therapy features of an iOS app that helps addicts in the moment of relapse
- Claire Bot – Impacting Homeless Youth through Artificial Intelligence (USC TrojanHacks)** 03/2017
- Using API.AI's natural language processing functionality with the Facebook Messenger platform, I created a chatbot that provides resources for homeless youth on the go
- Quark – Interactive Video Manipulation and Audio Playback Control (USC HackSC)** 11/2015
- Using Swift Core Image and AVKit, I implemented video and image filtering for a multiplayer Apple TV app which allows for real-time AV manipulation using iPhone touch gestures and QR code recognition

leadership

- HackSC – USC's Premier Hackathon** 08/2016 – 05/2018
- Director and Head of Logistics
- Spark SC – USC's Premier Student-led Entrepreneurship Initiative** 08/2015 – Present
- USC Founders Member (Jan. 2018 – May 2018)
 - Startup Career Fair Advisor (Aug. 2017 – Dec. 2017)
 - USC Hackers Lead (Aug. 2016 – May 2017)
 - Startup Career Fair Lead (Jan. 2016 – May 2016)
 - Safari Bay Trip Lead (Jan. 2016 – May 2016)
 - Hack "Knights" Program Lead (Aug. 2015 – Dec. 2015)

education

- University of Southern California, Viterbi School of Engineering**
B.S. / M.S. Computer Science 2019
Trustee Scholar, Summa Cum Laude GPA: 3.94 / 4.00
- Lynbrook High School**
High School Diploma 2015
Valedictorian, GPA: 4.00 / 4.00

awards

- Kleiner Perkins Engineering Fellow** 05/2018
Top 2% of 3,000 engineering applicants nationwide selected to join a KPCB portfolio startup and receive mentorship from industry luminaries
- LA Hacks – Stronger** 04/2018
Placed 2nd at the KEEN Innovation & Pitch Competition and awarded \$800
- TrojanHacks – Claire Bot** 03/2017
Placed in the Top 3 out of all hacks presented at ACM's TrojanHacks 2.0
- Apple App Store Marketing Challenge** 08/2016
Pitched an innovative product feature to Apple's Senior VP of Worldwide Marketing and placed 2nd
- HackSC – 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
A tuition award for students with a 3.75+ GPA to pursue multiple degree objectives
- Dean's List Scholar** 12/2015
Every semester since Fall 2015
- USC Viterbi Undergraduate Merit Research Fellow** 06/2015
Research grant of \$2500 / 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 NMSC to < 1% of 1.5M applicants

skills

Programming Languages: C/C++, Python, Swift, Objective-C++, Java, HTML / CSS
Operating Systems: iOS, macOS, Windows
Tools: Xcode, PyCharm, GitHub, Eclipse IDE, Visual Studio Code