

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

- Undergraduate teaching assistant for CSCI 104: Data Structures and Object Oriented Design and CSCI 103: Intro to Programming
- Mentored students on essential OOP concepts (polymorphism, abstraction, concurrency, inheritance), core data structures (linked lists, trees, queues, hash tables), and useful software tools (Github, gdb, Google Test)

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

Major GPA: 3.95 / 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