

rachit kataria

✉ rachitka@usc.edu 🌐 rachitkataria.me ☎ (408) 218-1005 in rachitkataria 📄 rachitkataria

■ work experience

Apple Cupertino, CA
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 APIs 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 Los Angeles, CA
Course Producer for CSCI 103: Intro to Programming 08/2016 – Present

- As an undergraduate teaching assistant, I manage C++ lab sessions, hold weekly office hours, and grade exams and assignments

■ projects

WatchBand – A Real Time Musical Immersion (Stanford TreeHacks, Feb. 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, Nov. 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, Oct. 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

DARMS: Dynamic Aviation Risk Management System (Teamcore Research Group, Nov. 2015 – Mar. 2016)

- As an undergraduate research fellow, worked with the USC Teamcore Research Group where I applied game theory algorithms in Unity and Java to create a large-scale, robust 3D simulation of current TSA DARMS airport protection measures

■ leadership

Hack SC – USC's Largest Hackathon (800+ students) 07/2016 – Present
Director 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: Swift, Objective-C, C/C++, Java, 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

■ selected awards

Apple App Store Marketing Challenge – 2nd place 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

USC Academic Achievement Award 05/2016

Award provides a tuition benefit to students with a GPA of at least 3.75 to pursue multiple undergraduate degree objectives

Dean's List Scholar – Viterbi School of Engineering 05/2016

Fall 2015, Spring 2016

Hack SC – Project Quark 11/2015

"Best iOS or OS X App" awarded by Apple

"Best Use of Visual Media" awarded by Disney

"Best First Time Hackathon Hack" awarded by HackSC

USC Trustee Scholar (Full Tuition Merit Scholarship) 06/2015

Top 1% of incoming freshman

USC Viterbi Undergraduate Merit Research Fellow 06/2015

Fellowship awarded to the top 40 incoming Viterbi engineers

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

Top 10% of incoming Viterbi 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