

rachit kataria

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■ work experience

Apple Inc. – 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

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 objectives

Dean's List Scholar 05/2016

Fall 2015, Spring 2016

Project Quark 11/2015

"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 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