

Suhit Agarwal

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EDUCATION

University of Southern California B.S. in Computer Engineering and Computer Science January 2021–December 2024

- Major GPA: 3.8, Cumulative GPA: 3.85

WORK EXPERIENCE

Founding Engineer, ClanTrust

May 2023–Present

- Taking the central product from 0 -> 1 at ClanTrust- a social finance venture aimed at combatting predatory loan practices, and creating a social credit system
- Utilizing **React Native**, **NodeJS**, and **Firebase** to build a mobile app experience for both iOS and Android platforms

Engineering Lead, HackSC

May 2022–Present

- Working to create an inclusive and well-functional hacker experience at HackSC, SoCal's flagship hackathon, in particular and hackathons across the globe as a whole
- Extensively using **React**, **Next.js** and **AWS RDS**, **Cognito**, **EC2** among others to create a platform to host hackathons which is geared to employ the use of RFID technology to check in hackers to events

Founding Engineer, Pickle

August 2022–January 2023

- Developing the central product at Pickle, a startup focusing on bridging the gap between creators and brand sponsorships
- Utilized **React** and **Next.js** using **TypeScript** to build the landing page at pickle.llc

Data Intern, University of Southern California

January 2022–August 2022

- Maintained internal database 12Twenty, including the establishment of database standards and protocols and management of source data
- Utilized Python and Excel to audit data quality, constructed dashboards using Tableau to visualize outcome trends

Software Engineer + Design Intern, ReveryLab

May 2021–August 2021

- Created the product website from scratch using Flutter
- Took ownership of a product feature and designed over 100 assets for the feature using Adobe Illustrator and Figma
- Added character customizability and animations to the vector assets using Rive which can be seen in use at pocketkado.com

PROJECTS

Founding Developer, Redlino

November 2021–March 2022

- Worked on designing and developing a celebrity meet and greet app using **Figma**, **Flutter**, and **Firebase**.
- Had a successful launch on the App Store (TestFlight) and Play Store with 150+ people joining to meet their favorite content creators.

Creator, StreamWithFriends.Online

February 2021–December 2021

- Singlehandedly created, designed, and developed, a web app that lets users make video calls and watch YouTube videos in sync with each other for HackSC 2021.
- Designed, developed, and deployed the app for Web using **TypeScript**, **React**, **Next.js**, **node.js**, **Rust**, and **socket.io**, with latest security measures implemented; live at streamwf.vercel.app

SKILLS

- **Computer Languages:** Dart, Java, C, C++, Python, SQL, JavaScript, TypeScript, Linux Shell, HTML5, CSS3
- **Web/Mobile Development Frameworks:** Flutter, React, Next.js, Bootstrap, React Native
- **Backend Technologies/Frameworks:** GCP, AWS S3, EC2, node.js, Firebase
- **Design Tools:** Rive (Lottie alternative), Adobe Creative Cloud, Figma, Framer

LEADERSHIP

Engineering Lead at **HackSC**, Southern California's flagship hackathon hosted in affiliation with USC