

# VATSAL RUSTAGI

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## Coursework

Data Structure  
Implementation and  
Analysis (C++)

Intermediate  
programming (Python)

Intermediate  
programming (Java)

Principles in System  
Design (C)

Discrete Mathematics for  
C.S.

Computational Linear  
Algebra (Matlab)

Probability and Statistics  
for C.S. (R)

Introduction to software  
engineering (git)

## Skills

### PROGRAMMING LANGUAGES

C++  
Swift  
Python  
Java  
C

### APPLICATION DEVELOPMENT

iOS

### WEB DEVELOPMENT

HTML  
CSS

### DATABASES

SQL

### OPERATING SYSTEMS

Windows  
MacOS  
Linux

### LANGUAGE SKILLS

Fluent in English, Hindi

## Education

### University Of California, Irvine

BS Computer Science 2018

- School GPA: 3.93

- Dean's Honor List: Winter 2016 - Winter 2017

## Employment

### Dreams for Schools

Sep 2016 to Dec 2016, Apr 2017 to Current

Mentor at AppJam+

Garden Grove

- Worked with middle school students to build a STEM based Android application - "Eruption".
- App was created using AppInventer (by MIT) a Java based online IDE.
- The app won the fan favorite award in the final showcase among 18 other teams.

### Donald Bren School at UC Irvine

Jan 2016 to Mar 2016

Tutor

UC Irvine

- Tutored a programming in Python course.
- Answered lab assignment related questions of about 30 college students.
- Received an evaluation of 9/10 (with a class average of 8.26/10).

## Projects

### Tic-Tac-Toe

Apr 2017

- Recreated a simple Tic-Tac-Toe iOS application with reset functionality.
- Implemented the game logic with MVC architecture.

### Weather App

Apr 2017

- Developed a weather iOS application that displays the weather forecast for 10 days with MVC architecture.
- Made API calls to "openweathermap.org" and processed the JSON script with Alamofire framework for swift.
- Utilized UIStackViews and UI constraints to make the application compatible with all iOS devices.
- Other iOS elements used: UITableView, UITableViewCell, CLLocationManager, DateFormatter.

### TourUpApp

May 2017

- Designed UI mockups and built a working iOS prototype for "Butterworth" a product development competition by Donald Bren School of Information and Computer Science at UC Irvine.
- Implemented MVC architecture and refactored storyboards to avoid merge conflicts.
- Integrated various frameworks such as Alamofire, SideMenu, FloatingTextField etc. with cocoapods.
- Other UI elements used: UITableView, UIPageControllers, UIScrollView, MKMapView, UISegmentedControl, UINavigationController, UIStackViews etc.

## Activities

### Association for Computing Machinery at UC Irvine Member

Apr 2017 to Current

- Solved various programming problems and improved our understanding of data structures and algorithms.
- Sources of problems: HackerRank, Google Code Jam, CodeChef etc.
- Learned new and more efficient ways to solve the same problem.