

VATSAL RUSTAGI

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in vatsalrustagi
🌐 VatsalRustagi

SKILLS

Programming Languages:

Swift, Python, C++, JavaScript, Java

Frontend: iOS, HTML, CSS, Bootstrap

Backend: Node.JS, SQL, MongoDB, Cheerio (JS), Beautiful Soup (Python)

Other Skills: Objective-C, Git, CocoaPods, NoSQL, Tableau, MS Office, Matlab, C#, Fluent in English, Hindi, Heroku, C

COURSEWORK

Introduction to Data Management (SQL)

Introduction to Artificial Intelligence

Data Structure Implementation and Analysis (C++)

Intermediate programming (Python)

Intermediate programming (Java)

Introduction to software engineering (git)

Principles in System Design (C)

Discrete Mathematics for C.S.

Applications of Probability in C.S. (Matlab)

Design and Analysis of Algorithms

Data Mining and Machine Learning

EDUCATION

University Of California, Irvine

Bachelor of Science (B.S.) in Computer Science, Dec 2018

- Overall GPA: 3.717 / 4.0

- Major GPA: 3.947/ 4.0

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

EXPERIENCE

Donald Bren School at UC Irvine

Tutor for Data Structures and Analysis of Algorithms

Sep 2017 to Dec 2017

University of California, Irvine

- Tutored about 20 college students to strengthen their data structures and algorithms concepts that resulted in students get better score on their assignments.

TourUp

Software Engineer Intern

Jun 2017 to Sep 2017

Irvine, CA

- Managed the iOS team and developed version 1 of the application for the startup, by creating mockups, writing and integrating the base frameworks, custom wrapper classes that established the foundation for 2 more engineers.
- Coached 1 engineer and collaborated with him on building the frontend and integrating backend and eventually put the application on Apple's TestFlight platform.
- Integrated various APIs (Google Maps, Stripe, Sinch, FBLoginSDK, GoogleLogin etc.) for functionality and pods (WSTagsField, JSSAlertView, SwiftyStarRatingView, Alamofire, SwiftyJSON) for UI and utility purposes in the application.

Dreams for Schools

Mentor at AppJam+

Apr 2017 to Jun 2017

Garden Grove, CA

- Worked with a team of 4 middle school students and helped them build a mathematics based game - "The Goods Train".

Dreams for Schools

AppJam+ Mentor

Sep 2016 to Dec 2016

Garden Grove, CA

- Guided 5 middle school students to build a STEM based Android application - "Eruption", that won the fan favorite award in the final showcase among 18 other teams.

Donald Bren School at UC Irvine

Programming in Python Tutor

Jan 2016 to Mar 2016

Irvine, CA

- Tutored about 30 college students to improve their knowledge of Python by helping them on lab assignments that resulted in 9.1/10 evaluation score with a class average of 8.3/10.

ACTIVITIES AND PROJECTS

Pill ID (UCI's AR Med AppJam 2017)

Nov 2017

- Collaborated with 3 others to develop an app to classify different pills by using Apple's MLKit and ARKit in the two-week medical application development competition and won 2nd place.

Chale (SDHACKS)

Oct 2017

- Developed a chat application using Twilio's programmable chat SDK. The application received a lot of appreciation by the judges, audience and the Twilio sponsor at the Hackthon's showcase.
- Built the backend using Node.JS, Heroku and MongoDB and the frontend in iOS, swift.

Wumpus World A.I.

Sep 2017 to Dec 2017

- Coded an agent to explore an unknown world using Depth First Search, A-Star algorithm and Resolution techniques which scored 270 out of a class average of 205.

Association for Computing Machinery at UC Irvine

Apr 2017 to Current

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

Andaaz A cappella team at UC Irvine

Oct 2017 to Current

- Perform A cappella sets at various college competitions and on-campus events. The team practices these sets for 6 hours/week.