VATSAL RUSTAGI

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Coursework

Data Structure Implementation and Analysis (C++)

Intermediate programming (Python)

Intermediate programming (Java)

Introduction to Data Management (SQL)

Introduction to software engineering (git)

Principles in System Design (C)

Discrete Mathematics for C.S.

Applications of Probability in C.S. (Matlab)

Information Visualization (Tableau)

Skills

Programming Languages

C++
Swift
Python
Java
C
C#

Application Development

iOS

Web Development

HTML
CSS

Databases

SQL

Operating Systems

Windows
MacOS
Linux

Other Skills

NoSQL
Tableau
MS Office
Matlab
R
Git
Fluent in English, Hindi
CocoaPods

Objective

I aim to apply my skills towards creating technologies that contribute to solving humanitarian issues, making a positive change in the world.

Education

University Of California, Irvine

BS Computer Science 2018
- School GPA: 3.95
- Dean's Honor List: Winter 2016 - Spring 2017

Employment

TourUp
Lead iOS Developer

Sep 2016 to Current
Irvine

- Helped shape the idea and make important decisions in the startup.
- Lead iOS Developer and UI/UX designer at the startup. Created mockups for the design of the iOS application using Sketch app based on the observation of the iOS design patterns and developed the iOS application from scratch in Swift 3 and Objective-C.
- Worked with team members to come up with design ideas and implemented them in the application. Identified the strengths and weaknesses of the team members and delegated the appropriate jobs to them to carry out the task.
- 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.
- Other elements that I worked with: Delegates, UICollectionView, UITableView, UIPageViewControllers, UIScrollView, MKMapView, UISegmentedControl, UINavigationController, UIStackViews etc.

Dreams for Schools
Mentor at AppJam+

Sep 2016 to Dec 2016, Apr 2017 to Jun 2017
Garden Grove

- Worked with middle school students to build a STEM based Android application - "Eruption".
- App was created using AppInventor (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
Tutor

Jan 2016 to Mar 2016
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, Date-formatter.

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.
- Led the iOS development team and delegated the jobs accordingly to complete the alpha version of the app in time.

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.