

# Vatsal Rustagi

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**GitHub** : <https://github.com/VatsalRustagi> | <https://github.com/Vatsalr23>

**LinkedIn** : <https://www.linkedin.com/in/vatsal-rustagi-097189112>

**Website** : [vatsalrustagi.github.io](https://vatsalrustagi.github.io)

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## Education

 **University of California, Irvine**

 **Bachelor of Science | Major in Computer Science | 2018 (Expected)**

 **3.93 School GPA | 3.65 Overall GPA**

 **Dean's Honor List:** Winter 2016, Spring 2016, Fall 2016.

 **Coursework:** (Received an A+ in the courses in bold below)

- ▶ Introduction to Programming (Python)
- ▶ Programming with software libraries (Python)
- ▶ **Intermediate programming (Python)**
- ▶ Introduction to software engineering
- ▶ Data Structure Implementation and Analysis
- ▶ Programming in C++ as a 2nd language
- ▶ Programming in Java as a 2nd Language
- ▶ **Boolean Algebra and Logic**
- ▶ **Discrete Mathematics for C.S.**
- ▶ Computational Linear Algebra
- ▶ Intro to Probability and Statistics for C.S.
- ▶ Introductory Computer Organisation
- ▶ Principles in System Design

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## Experience

 **TourUp [[tourup.github.io](https://tourup.github.io)] – Co-Founder & Developer**

**August 2016 – Current**

Co-founded a tour-based startup with four others. I work as an iOS developer and a UI/UX designer at the startup. The iOS application is in beta version.

 **Dreams for Schools - Mentoring & Teaching**

**Sept 2016 – Dec 2016**

Mentor at AppJam+, a mentorship program which assigns mentors to middle schools in Orange County to help and guide students in building their own mobile applications through MIT's App Inventor.

 **UC Irvine – Tutoring for ICS 31**

**Jan 2016 – March 2016**

As a tutor for ICS 31, an introduction to programming course in python, I answered students' questions about the lab assignment they received every week. I worked for 6 hours/week and received an evaluation of 9/10 (with a class average of 8.26/10).

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## Technology Experience

 **Programming Languages:** C++, C, Python, Java, Swift.

 **Databases:** SQL.

 **Application Development:** iOS.


 **Operating Systems:** Windows, MacOS, Linux.

 **Website:** HTML, CSS.

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## Other Projects

 **Othello/Reversi:** Programmed the game's logic with Python working with different modules, and developed its GUI with Python and Tkinter library tools.

 **BooEdit:** Programmed a text editor, like Vim, which runs in terminal and supports undo and redo commands. The application was programmed with various libraries in C++ programming language.