

RAKSHIT GARG

Software Engineer

884 Coventry Way,

Milpitas, CA 95035

408 324 4998

raks.garg@gmail.com

Mid-June to Mid-September

Education

University of California: Los Angeles — 2014 - 2018

B.S. Computer Science

 github.com/gargium

Experience

SeeDoGive – Technical Development Intern — October 2014 - Present

Aided in transition from Objective-C to Swift for client-side mobile application. Helped design various UI elements and created User Profile management within the app. Used: Swift, JSON, SwiftyJSON, Adobe Creative Suite, Objective-C, Alamofire

AmongTech — Technology Writer — September 2013 - December 2013

Researched product launches in the industry. Wrote over 20 articles that were published on the website. Optimized search engine optimization for numerous articles. Used: Wordpress, HTML and CSS.

Pinchit SF/Tag – Business Development Intern — June 2013 - September 2013

Location-based iOS social network. Presented and pitched tweaks to User Experience.

Gauged client interest and marginal satisfaction between updates to streamline experience.

Personal Projects

Dapper (iOS)

Socially connected fashion app, allows users to create real portfolios of outfits and clothing items they like from popular brands such as Gap, Banana Republic, and Old Navy. Designed all front end elements and implemented a backend through Parse SDK. Used: Swift, SwiftyJSON, Parse SDK, Facebook SDK, Adobe Creative Suite.

Cypher (iOS)

Crowd-sourced freestyle rapping. Designed algorithms to locally “splice” two sound files together. Designed entire front end, along with UI/UX flow and optimization of backend. Used: Objective-C, Facebook SDK, Adobe Creative Suite

Unplug Pro (iOS)

Endless game based on accelerometer and gyrometer movement. Allows score sharing via Facebook and Twitter. Used: Objective-C, Adobe Creative Suite, iOS Social API

Course Projects

Boulder Blast (C++)

Implemented a puzzle arcade-style game based on a provided OpenGL framework. Game design, including inheritance flow between classes and implementation of all classes, was from the ground up.

Web Steganographer (C++)

Implemented an LZW compression algorithm based on a provided web scraper that encodes and decodes secret messages in HTML source files. Wrote an open hash table to handle all requests to store, encode, and decode characters.

Coursework

CS31/32 - Intro. to C++ (Data Structures, Algorithms, and Polymorphism) | Math 32A/B - Vector Calculus | CS 33 - Intro. to Computer Organization | Math 33B - Differential Equations

Skills

Languages: HTML/CSS, C++, Java, Objective-C, Swift

Technologies: Git, Adobe Creative Suite, Linux (.deb based), SwiftyJSON, Parse SDK, Facebook SDK, Bootstrap, Wordpress