

RAKSHIT GARG

SOFTWARE ENGINEER

➤ CONTACT

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➤ EDUCATION

University of California, Los Angeles
Bachelor of Science (B.S.) Computer Science 2018
Courses: Intro to C++, Data Structures and Algorithms, Computer Organization, Software Design Lab, Discrete Mathematics

➤ SKILLS

LANGUAGES Objective-C, C++, Swift, HTML/CSS, JavaScript, Java

➤ PROJECTS

Web Steganographer (C++)

- Implemented an LZW compression algorithm and HTTP Parser to extract raw HTML from web pages and store each character in hash table
- Found a more efficient hash function to maximize load efficiency on table
- Injected "secret" messages into the white space of the HTML files before storing them locally, and created a decoder for messages.

Boulder Blast (C++)

- Puzzle Arcade shooting game based on OpenGL and written in C++
- Designed inheritance flow and implemented all assets in game, including basic functional AI for in-game enemies

Dapper (Swift)

- Created a one-stop shop for all Gap Brands by using Kimono to extract raw HTML elements and image assets. Used Parse SDK as backend.
- Created an outfit builder and newsfeed of assorted Gap brand styles

Cypher (Objective-C)

- Collaborative rapping app that allows ad-hoc/local users to pass around an iPhone and be served various 10-second beats to freestyle over
- User's verse is recorded in sync to beat and stitched to every other user's verse, creating a song, which can be played back

Sus (Swift)

- Social network geared towards telling stories, where users can decide if a story is sus (suspect) or true.
- Made using the Parse SDK, Swift, and Objective-C

➤ VOLUNTEERING

Bruin Startup Fair · Designer

Jul 2015 to Current

- Contributed to social media campaigns on Facebook and Twitter
- Designed cover photo, logo, and banner for Bruin Startup Fair, a recruitment and connection-building event for top startups in the Silicon Beach area and UCLA students.
- Designs were featured on the official social media profiles of the event and all event merch.
- Gave advice and design direction on numerous event affiliated prospects, including website and partner pitch

➤ EMPLOYMENT

CodeHS

San Francisco, CA

Computer Science Tutor · Jun 2015 to Current

- Tutored students of all ages (elementary school to adult) in Computer Science fundamentals, including algorithmic thinking, best practices, and thinking beyond code.
- Graded, gave feedback on, and helped improve Java and Javascript exercises to reinforce course curriculum.
- Influenced course curriculum by taking all exercises and providing feedback on learning process.

Kander

Los Angeles, CA

Software Engineering Intern · Jun 2015 to Sep 2015

- Memory leak analysis and repair using Leaks and OCLint
- Diagnose and patch various bugs, including server races, AutoLayout difficulties, and efficient reloading of collection views.
- Design and deploy onboarding screens, built in Objective-C
- Designed and implemented front-end for direct messaging platform.
- Developed preliminary version of Android application in Java that communicated with a Node.js backend, involved heavy use of XML to format UI elements

United Tax

Newark, CA

Mobile and Web Applications Development Intern · Jul 2015 to Sep 2015

- Developed mobile version of company flagship tax filing software, Integrate Tax (~7000 lines)
- Integrated mobile app with Zoho CRM, using the Zoho API and Deluge Script Language.
- Configured backend web forms, modules, databases, and apps via Zoho Platform.
- Created an Objective-C wrapper library for the Zoho API, allowing anyone to create integrated iPhone apps easily.
- Wrote technical documentation for Zoho-C (my library) and for app in general.
- Used a modular software design to allow app to be reused by various firms as a white-label application.
- Used a variety of built in classes in UIKit and Cocoa, and parsed heavy amounts of XML and JSON to interact with backend.

Del Taco (Owned by United Tax)

Newark, CA

iOS Software Engineering Intern · Jul 2015 to Sep 2015

- Created an iPad app from scratch in Objective-C and Swift to replace employee spreadsheets and hand-written ingredient databases
- Created an API to generate and draw spreadsheets for the iPhone and iPad that were used in app and deployed to five Del Taco restaurants
- Fully automated and modernized various aspects of Employee Handbook, including creating an alarm system for ingredient expire times.
- Created a detailed report generator to send to restaurant manager at end of business day.
- Refactored/Rewrote code to make app more efficient and concise: Led to a 15% decrease in overall size and 11% faster run time

SeeDoGive

Los Angeles, CA

Software Development Intern · Oct 2014 to Jun 2015

- Designed and implemented UI/UX
- Created user profile creation and management system in Swift
- Aided in code refactoring and translation from Objective-C to Swift
- Multiple cycles of white-box QA, both analysis and debugging.