

# RAKSHIT GARG

## SOFTWARE ENGINEER

### ➤ CONTACT

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### ➤ EDUCATION

University of California, Los Angeles  
Bachelor of Science (B.S.) Computer Science 2018  
Relevant Coursework: Data Structures and Algorithms, Computer Organization, Software Design, Discrete Mathematics, Operating Systems  
GPA: 3.0

### ➤ SKILLS

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

### ➤ PROJECTS

#### Dishcover (Objective-C)

- A better way to discover new restaurants and dishes, created for iOS in Objective-C, using Google Maps and Custom Search API
- Used NSUserDefaults to serialize and store arrays of dishes the user has already seen
- Implemented a simple, persistent rating system.

#### 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

#### Web Steganographer (C++)

- Implemented 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 white space of the HTML before storing them locally, and created a decoder.

### ➤ ACTIVITIES

#### Bruin Startup Fair · Designer

Jul 2015 to Aug 2015

- 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.

#### Sigma Eta Pi · Director of Entrepreneurship Education

Jan 2016 to Current

- Working on creating an internal website in MeteorJS and TelescopeJS to allow for easier access to entrepreneurial activities and intrafraternity use

### ➤ EMPLOYMENT HISTORY

#### Institute of Geophysics and Planetary Physics

Undergraduate Researcher · UCLA

Jan 2016 to Current

- Refactored old VERB4D code in C++, MATLAB, and C to be spatially and temporally efficient
- Rewrote file I/O system in C and MATLAB
- Aided in construction of software that models Versatile Electron Radiation Belts in 1, 2, 3, and 4 dimensions in physics-based C and MATLAB.

#### Kander

Software Engineering Intern · Los Angeles, CA

Jun 2015 to Sep 2015

- Diagnosed and patched various bottlenecks and inefficiencies, including memory leaks and collection view reload schemes.
- Designed and deployed onboarding screens and layouts in Objective-C
- Developed preliminary version of Android application in Java, involved heavy use of XML to format UI elements

#### United Tax

Mobile and Web Applications Development Intern · Newark, CA

Jul 2015 to Sep 2015

- Developed mobile version of company flagship tax filing software, Integrate Tax (~7000 lines)
- Configured backend web forms, modules, databases, and apps via Zoho Platform.
- Created an Objective-C wrapper library for the Zoho CRM API, allowing anyone to create integrated iPhone apps easily.
- 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)

iOS Software Engineering Intern · Newark, CA

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.
- Refactored/Rewrote code to make app more efficient and concise: Led to a 15% decrease in overall size and 11% faster run time

#### SeeDoGive

Software Development Intern · Los Angeles, CA

Oct 2014 to Jun 2015

- Designed and implemented UI/UX with Adobe CS and Swift
- Created user profile management and creation system on the client-side in Swift
- Aided in code translation/refactoring from Objective-C to Swift