

RAKSHIT GARG

Software Engineer

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Mid-June to Mid-September

 github.com/gargium

Education University of California: Los Angeles — 2014 - 2018
B.S. Computer Science

Experience **Software Development Intern** - SeeDoGive — October 2014 - June 2014

- designed and advised on the direction of the apps UI/UX
- user profile management in swift within the app
- aided in transition from objective-c to swift
- communicated with RoR (Rails) server from client-side mobile application

Web Developer - UCLA Daily Bruin — September 2014 - October 2014

- Twitter and Facebook APIs
- Helped build Elections landing page for The Daily Bruin in HTML/CSS/Javascript

Web Developer - The Union — September 2013 - June 2014

- developed website for the online version of a print newspaper that catered to over 3000 students
- altered existing open source WordPress themes in HTML, CSS and Javascript
- Backend and content management in Wordpress

Technical Writer - AmongTech — September 2013 - December 2013

- researched and aggregated product and stock information in tech industry
- condensed research into over 20 concise, jargon-free articles that were published

Business Development Intern - Tag — June 2013 - September 2013

- social media advertising on Facebook and other networks (grew user base by over 50 new users)
- UI/UX optimization
- conducted surveys and composed reports gauging consumer interest towards various UX elements
- multiple cycles of client-side (not code focused) testing of the iOS app

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

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