

Rahul Surti

(847) 770-5977
rahulsurti97@gmail.com

Education

University of Illinois at Urbana-Champaign




B.S. Computer Engineering, Class of 2019
James Scholar
Dean's List
GPA – 3.74/4.0

Skills

Core Programming

 Python
 Java
 C, C++

Relevant Coursework

 CS 525: Advanced Distributed Systems
 ECE 428: Distributed Systems
 ECE 391: Computer Systems Engineering
 CS 398: Applied Cloud Computing

Follow Me

Read my white paper 
rahulsurti97.github.io/littlelog.pdf
See my projects on my 
github.com/rahulsurti97
Check my career profile on 
linkedin.com/rahulsurti97
See my hackathon projects at 
devpost.com/rahulsurti97

Software Engineering Intern Experience

Microsoft

May 2018 – Present

Enabled voice capabilities for virtual assistant for **Microsoft Ready 2018**
Conference for Microsoft technical sales and services delivery

GSI Group

Aug 2017 – May 2018

Developed augmented reality experience using Microsoft HoloLens for a
global tradeshow

Oath

May 2017 – Aug 2017

Built data caching and messaging framework on top of Watch Connectivity
Boosted performance of Yahoo Mail Apple Watch app by **60%**
Created augmented reality Yahoo Mail with ARKit for corporate hackathon
Project has currently developed into a **full-fledged team** at Oath

Capital One

Aug 2016 – May 2017

Team was heavily bottlenecked by long code reviews
Developed GitHub plugin to automate code reviews
Reduced code review process by **70%**

Allstate

May 2016 – Aug 2016

Learned Agile development process while integrating Touch ID login on iOS

Research & Related Projects

CS 525: Advanced Distributed Systems Research

Spring 2018

Built system for efficient logfile compression and query
Able to **search** files directly **without decompression**
Query latency up to **97% faster** than UNIX grep with **50% compression** ratio
Read my [white paper](#) for more information

Distributed Graph Processing Engine

Fall 2017

Built completely from scratch in Java using network of 10 machines
Able to process graphs with **2 million** nodes, **3 million** edges in seconds
Beats Apache Spark GraphX library in some instances

Fault Tolerant Distributed File System

Fall 2017

Store and modify files permanently in cloud even with machine failure
Able to detect machine failures in **under 1 second**

Unix-based Operating System

Spring 2017

Built OS from scratch in C

Involvement

Engineering Council Tech Overhaul Project

May 2017 - Present

Managing revamp of Engineering Council main site and committee sites
Building new sites on AWS using React with Flask backend

Engineering Open House - Director of Tech

Aug 2017 - Present

On committee that organized event with over 30,000 visitors
Leading development team to build EOH website

Engineering EXPO - Director Of Tech

Aug 2018 - Present

Leading development team to build EXPO website