

Rahul Surti

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Who Am I?

Augmented Reality and iOS Software Engineer
seeking internship for Summer 2018

Current Positions

GSi - Mixed Reality App Dev Intern

Research Park, Champaign, IL

Creating augmented reality application with
Microsoft HoloLens as well as
Apple's ARKit

EOH - Director of Technology

Engineering Open House 2018, UIUC

Creating official EOH iOS application
Managing creation of official EOH website
and Android application

Education

University of Illinois at Urbana-Champaign

B.S. Computer Engineering, Class of 2019
Dean's List – All Semesters
James Scholar
GPA – 3.84/4.0

Skills




Core Programming

 Python
 Java, C, C++




iOS Development

 Swift, Objective-C, Xcode


Coursework - Completed

 ECE 391: Computer Systems Programming
 CS 225: Data Structures
 INFO 490: Advanced Data Science and
Machine Learning

Coursework - In Progress

 ECE 408: Parallel Programming
 ECE 428: Distributed Systems
 ECE 374: Algorithms and
Models of Computation

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Experience

Yahoo - iOS Developer Intern

May 2017 – Aug 2017

iOS Mail Team

Yahoo Headquarters, Sunnyvale, CA

Individually developed Yahoo Mail Apple Watch app from scratch
Created all business requirements, use cases, design flows, entire codebase
Apple Watch app will be available in Yahoo Mail on App Store late September
Created augmented reality Yahoo Mail with ARKit for corporate hackathon
Project continued after hackathon

Capital One - Software Engineering Intern

Aug 2016 – May 2017

Automation Team

Research Park, Champaign, IL

Team was bottlenecked as a result of enormous amount of pull requests
Created bot to automate pull request reviews
Cut intensive, manual code review process by 70%

Allstate - iOS Developer Intern

May 2016 – Aug 2016

Connected Car Team

Allstate Headquarters, Northbrook, IL

Integrated Touch ID to log into Allstate's Milewise Application for iOS

redC Robotics - CAD Designer/Engineer

Aug 2015 – May 2016

Underwater Robotics Startup

Ven Te Chow Hydrosystems Lab, University of Illinois

Created innovative underwater robotics platform
Modular Remotely Operated Vehicle (ROV) for research and education
Presented underwater robot to NASA
Naval Research Laboratory, Stennis Space Center, Mississippi

Hackathon Projects

Piggy Bank

Jan 2017

Winner at Boilermake, Purdue University

Created augmented reality app using 3D, location-based tokens to track
progress in building and retaining good habits
Made with Vuforia in Unity
[devpost/piggy-bank](https://devpost.com/piggy-bank)

EngiN

Fall 2015

Personal Project

Individually created iOS application to provide engineers with a platform to
replace a manual, handwritten engineering notebook
Engineering notebooks are typically used in design-based hardware projects
[github/Engin](https://github.com/Engin)

Riskulizer

Apr 2017

Winner at Future of Insurance Hackathon by Axis Capital

Created iPad app using a heatmap to visualize risk for insurance industry
Hackathon was centered around risk analysis for insurance companies
[devpost/riskulizer](https://devpost.com/riskulizer)

ItineratR

Feb 2017

Winner at HackIllinois - Small World (Best Travel App) by Amadeus

Developed vacation building tool that creates full itinerary of trip including
airfare, lodging, and activities
[devpost/iteneratr](https://devpost.com/iteneratr)