

# RIT AGARWAL

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## EDUCATION

### University of California, Los Angeles (UCLA)

Bachelor of Science - Computer Science, Minor in Mathematics

Expected June 2025

Awards – Gerald and Thelma Merit Scholarship Awardee 2024/2025

## EXPERIENCE

### Supercog.ai | Software Engineering Intern

Feb 2025 – Present

- Implemented a paginated table in a **Reflex, Python** dashboard, optimizing API calls to improve data accessibility and performance.
- Refactored logic to track the last run-time of an agent in **PostgreSQL** Database, enhancing usability in the dashboard UI.
- Built an AI Agent framework to assist with standup meetings by creating tools in agentic using Github **REST** APIs

### Bruin Sports Analytics | Full Stack Web Developer

Jan 2024 – Present

- Developed a dynamic Tennis Scoreboard feature using the YouTube Player API, enhancing data visualization for UCLA Tennis teams.
- Integrated **Firestore** authentication to secure sensitive team data and facilitate organizational expansion.
- Resolved critical bugs that led to over one month of downtime, restoring functionality and stability.

### Tatari | Software Engineering Intern

June 2024 – Sept 2024

- Designed and implemented a **Kubernetes**-based log ingestion pipeline using **Terraform**, **AWS**, **Docker**, and **Grafana** to monitor and analyze 20GB per day of **Databricks** job logs.
- Collaborated with Site Reliability Engineering to develop DevOps and cloud-based solutions for the log ingestion pipeline.
- Developed and integrated a custom **YAML** linter that stopped 100% error-prone commits, improving code quality.
- Optimized **AWS S3** storage using **Terraform** lifecycles and intelligent teardown, deleting over 60TB and saving over \$20,000.

### Pullscription LLC | Software Engineering Intern

June 2023 – Sept 2023

- Enhanced and debugged **Python** and **MySQL** data integration processes, reducing processing time by 60% and minimizing downtime.
- Implemented **FastAPI** systems for streamlined database access, enabling the frontend team to build a more user-friendly interface.
- Spearheaded the creation of a real-time **Python** error-logging system, cutting outage response times by 80%.

### Bruin Spacecraft Group | President

June 2024 – Present

- Partnered with project leads and external advisors to participate in the NASA CubeSat Launch Initiative.
- Facilitated collaboration with the UCLA Space Institute, securing long term additional support and funding.
- Oversaw the design of a comprehensive curriculum for introductory lectures and projects, driving community engagement.
- Led documentation, marketing, budgeting and fundraising initiatives to ensure sustainable organizational growth.

### Bruin Spacecraft Group | External Vice President

June 2023 – June 2024

- Led a team of 12 in managing external affairs, including corporate funding, UCLA events and school outreach events.
- Organized 7 events and secured partnerships with 1 industry advisor and 3 companies for payload, hardware and testing collaborations.
- Raised \$10000 in funding and a contract for over \$60,000 in testing sponsorship.

## TECHNICAL SKILLS

- Programming Languages – **Proficient:** Python (4 yrs) JavaScript (3 yrs) C++ (3 yrs) **Beginner:** Java (1 yrs)
- Cloud/DevOps – Kubernetes, Docker, AWS, Linux, Terraform
- Frameworks and Tools – Node.js, Reflex, FastAPI, React.js, Django, HTML, CSS
- Databases – AWS S3, Firebase, PostgreSQL, MySQL, MongoDB
- Other Tools and Technologies – Git, Airflow, Databricks, Pytorch, Datadog

## PROJECTS

### HitchHiker | <https://github.com/ritzz26/hitchhiker>

- Empowered tourists to plan their future trips intelligently using **TypeScript** and **OpenAI** in a team of 4.
- Designed and implemented a **Firestore** Database and data schema to efficiently store and display multiple user itineraries.
- Developed a secure, user-friendly login page featuring **Google** OAuth and Email/Password authentication to enhance security.

### Jukeboxd | <https://github.com/SreyaMuppalla/jukeboxd>

- Developed a centralized community platform for music reviews, integrating the Spotify API.
- Designed and implemented **Firestore** collections, data schemas and **JavaScript** APIs for fetching and storing data.

### SoccerBros | [https://github.com/ritzz26/soccer\\_bros](https://github.com/ritzz26/soccer_bros)

- Developed an immersive 3D penalty shootout game in **JavaScript** capturing the excitement of soccer enthusiasts.
- Engineered core game mechanics such as collision detection, scoring algorithms, dynamic scaling, player aim guides, and 3D billboards.

### Monopoly | [https://github.com/ritzz26/Monopoly\\_Python](https://github.com/ritzz26/Monopoly_Python)

- Developed a **Python** Monopoly simulation using object-oriented programming to model players, properties, and game events.
- Implemented essential game mechanics including property trading, rent calculation, and chance/community chest cards functionalities.