

Siddharth Hathi

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<https://www.linkedin.com/in/sidhathi/> | <https://sidhathi.com/> | <https://github.com/sidHathi>

Education

Dartmouth College, Hanover, NH

Bachelor of Arts, Double Major in Computer Science and Mathematics

June 2024

GPA 3.64/4.0

Language Study Abroad, Barcelona, Spain

January 2021

A 3-month immersive Spanish language program through Dartmouth College and the University of Barcelona.

Lakeside High School, Seattle, WA

Honors: National Merit Semifinalist, SAT: 1570

June 2020

GPA 3.93/4.0

Work Experience

Ghost Pacer, Seattle WA

June 2019-Current

Lead Graphics Engineer (for Augmented Reality Startup based in Seattle WA. Ghost Pacer builds a lightweight augmented reality headset for athletes using fully custom hardware and embedded software + firmware)

- Built the embedded augmented reality graphics engine using OpenGL ES 2.0, C, and C++.
- Designed and created the Kickstarter campaign that generated \$150,000 in 30 days.
- Designed and created a significant part of Ghost Pacer's iOS application using Swift/UIKit.
- My work was important in securing private investment and lucrative development contracts.

DALI Lab, Hanover NH

September 2021-Current

Virtual Reality Developer

- Built an Oculus Quest virtual reality application for visualizing metal structures/Bravais lattices using Unity and C#.

Dartmouth College Department of Physics and Astronomy, Hanover NH

January 2021-June 2021

Research Assistant for Relativistic Electron Atmospheric Loss (REAL)

- Built an online data portal, satellite tracker, and project website for REAL using React and NodeJS.

Lakeside Summer Research Institute, Seattle WA

June 2018-August 2018

Research Assistant

- Adapted computer model of snowfall for avalanche and climate change research. Presented at UW conference.

Leadership & Service

Dartmouth Humanitarian Engineering, Hanover NH

September 2021-November 2021

Treasurer and Exec board member

- Led team of 4 building cheap, sustainable, all-terrain wheelchairs. Managed club finances

Sembrando Paz, Pichilín Colombia

February 2019-March 2019

Treasurer and Exec board member

- Lived in rural Colombia for 3 weeks doing manual labor and documentary work.

Skills

Programming Languages:

- | | | |
|---------------|--------------|-------------|
| • C | • Java | • HTML/CSS |
| • C++ | • Swift | • PHP/MySQL |
| • C# | • Python | • Matlab |
| • Go (GoLang) | • JavaScript | • OpenGL |

Technologies:

- | | | |
|------------|---------------------|-----------------------|
| • Unity | • Jupyter | • Android Development |
| • XCode | • Node.js | • Figma |
| • SwiftUI | • Git | • Adobe Photoshop |
| • UIKit | • Firebase | • Adobe Illustrator |
| • React.js | • AR/AR Development | • Adobe Premiere |

Additional Skills:

- Fluent in Spanish
- Adept in Linear Algebra and Calculus
- Certified in Machine learning through Coursera/Stanford