

# Vihan Raj

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## EDUCATION:

### University of Southern California

Los Angeles, CA

Viterbi School of Engineering | Bachelor of Science: Computer Science

May 2024

- Academic Honors: Viterbi Dean's Honor List
  - Relevant Coursework: Data Structures (C++), Software Development (Java, JavaScript, SQL, HTML, CSS), Full Stack Web Development (JS, SQL, HTML, CSS, Bootstrap), Software Engineering (Java, Android app development), Intro to Internetworking (C++), Intro to Computer Systems (C++), Video Game Programming (C++), Intro to Artificial Intelligence
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## WORK EXPERIENCE:

### Productiv Inc

Palo Alto, CA

Software Engineer Intern – Full Stack

May 2023 – August 2023

- Added new features to contract data processing, new user permissions management features compatible to Okta using SCIM, and customer facing logs for user settings.
- Relevant technology: NodeJS, Vue, JavaScript, AWS, Confluence, Jira, Git, Typescript, Jest, Cypress.

### Haven

Los Angeles, CA

Full Stack Engineer

January 2023 – April 2023

- Part of the founding team building a home renovation-oriented startup aiming at simplifying the design and supply process. Winner of USC TroyLabs DEMO 2023 pitch competition with a prize of \$4500
- Relevant technology: NextJS, Tailwind CSS, Supabase (Storage & Postgres DB), Git.

### Productiv Inc.

Palo Alto, CA

Software Engineer Intern – Full Stack

June 2022 – December 2022

- Worked on the finance team to add application features on the front end and back end using Scrum.
  - Built a new integration to pull in and parse expenses using REST APIs and OAuth2. Standardized expense usage in the backend. Implemented new features into contract ingestion processes.
  - Relevant technology: NodeJS, Vue, JavaScript, AWS, Confluence, Jira, Git, Jest, Cypress.
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## PROJECTS:

### Raspberry PI Audio Hub (C++, Python)

- Built and coded a device using a raspberry pi to act as a music routing hub between Spotify connect, Bluetooth, and an analog input from a vinyl player.

### Portal (C++, SDL)

- Simplified remake of the popular game developed by Valve. Features five levels with a custom physics engine.

### MotionMuse (NextJS, Tailwind CSS)

- Built a web-app with two teammates during the LA Hacks hackathon to provide dance and motion teaching using TensorFlow pose estimation.
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## COMMUNITY PARTICIPATION

### USC Racing

Los Angeles, CA

Electronics Team Member

September 2021 – December 2022

- Implementation of a new dashboard, live telemetry, and a newly designed Power Distribution Module (PDM).
- Primarily responsible for writing the software for the Teensy on the PDM, a controller which determines the distribution of power to the car's peripherals based on sensor measurements.

### USC Theta Tau

Los Angeles, CA

Member

November 2021 - Present

Social Chair

May 2022 – December 2022, May 2023 - Present

- Theta Tau is the nation's oldest and largest professional engineering society, aimed at the development of its members through the pillars of service, professionalism, and brotherhood.
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## SKILLS + INTERESTS

Languages & Software: C++, Java, JavaScript, Python, Typescript, Vue, Vuex, AWS, NodeJS, Git, Docker, Postman, Tailwind CSS, NextJS, HTML, CSS, Jira, Confluence

Other Skills & Interests: Hindi, Bangla, Saxophone, Piano, Music history, Volleyball, Cricket, Cryptocurrency