

# Vihan Raj

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## EDUCATION:

### University of Southern California

Los Angeles, CA

Viterbi School of Engineering | B.S Computer Science

May 2024

- Academic Honors: Viterbi Dean's Honor List
  - Relevant Coursework: Discrete Methods in CS, Accelerated Programming (Python), Data Structures and Objected Oriented Design (C++), Intro to Embedded Systems, Intro to Algorithms, Principles of 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, Intro to Operating Systems, Probability Theory
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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 with compatibility to Okta using SCIM, and user facing audit logs.
- Relevant technology: Node.JS, Vue, JavaScript, AWS, Confluence, Jira, Git, Typescript.

### Haven.io

Los Angeles, CA

Software Engineer – Full Stack

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 competition with a prize of \$4500
- Relevant technology: Next.JS, TailwindCSS, Supabase, 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.
  - 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: Node.JS, Vue, JavaScript, AWS, Confluence, Jira, Git.
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## PROJECTS:

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

- Built and coded a device with 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 custom physics engine and five levels.

### MotionMuse (Next.JS, TailwindCSS)

- 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

### USCRacing

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, TailwindCSS, NextJS, HTML, CSS, Jira, Confluence

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