

# Vihan Raj

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## EDUCATION:

### University of Southern California

Los Angeles, CA

Viterbi School of Engineering | Bachelor of Science: Computer Science | Dean's Honor List

May 2024

- 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), Intro to Internetworking (C++), Intro to Computer Systems (C), Video Game Programming (C++), Intro to Artificial Intelligence (Python), Cross Platform App Development (Flutter), Intro to Embedded Systems
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## WORK EXPERIENCE:

### Franklin Junction

Atlanta, GA (Remote)

Software Engineer – Part Time

April 2024 – May 2024

Relevant technology: Google Cloud Platform (Cloud functions, Storage, Authentication), Next.js, RESTful API

- Cut address lookup time in half leveraging Google Address Autocomplete API. Added and improved UI features.

### Productiv Inc.

Palo Alto, CA

Software Engineer Intern – Full Stack

May 2023 – August 2023

Relevant technology: Node.js, Vue.js, JavaScript, AWS, Confluence, Jira, Git, TypeScript, Jest, Cypress, RESTful API

- Added contract data corruption detection and change limiting to ensure data security for 90+ customers
- Created new UI components, developed SCIM endpoints, and extended existing user permissions structures to allow for customizable permissions management in product and with Okta.

### Haven

Los Angeles, CA

Full Stack Engineer

January 2023 – April 2023

Relevant technology: Next.js, Tailwind CSS, Supabase, Git, PostgreSQL

- Founded a startup with three other USC students aimed at simplifying design and supply process for home renovations. Winner of USC TroyLabs DEMO 2023 pitch competition with a prize of \$4500

### Productiv Inc.

Palo Alto, CA

Software Engineer Intern – Full Stack

June 2022 – December 2022

Relevant technology: Node.js, Vue.js, JavaScript, AWS, Confluence, Jira, Git, Jest, Cypress, RESTful API

- Developed a new integration with Fyle to pull in and parse expenses leveraging REST APIs and OAuth2. Standardized expense structure and usage for hundreds of thousands of expenses
  - Implemented contract data change detection and validation alerting deployed to 100+ customers
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## PROJECTS:

### Portal (C++, SDL)

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

### MotionMuse (Next.js, Tailwind CSS, TensorFlow)

- 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 on the Teensy for 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 | Social Chair

November 2021 – Present | 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.js, Vuex, AWS, Node.js, Git, Docker, Postman, Tailwind CSS, Next.js, HTML, CSS, Jira, Confluence, React, Jest, Cypress, PostgreSQL, RESTful API,

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