

Sahil Srivastava

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github.com/previouslysahil

Develops iOS apps with SwiftUI. Building Raytracer in Metal/ C++. Experienced 3D Artist in Blender.

Education

University of Wisconsin - Madison

Major: **Computer Science**

GPA: **3.7**

Aug 2019 - May 2023

Courses: Artificial Intelligence with Python and PyTorch, Discrete Math, Linear Algebra, Algorithms, Machine Architecture and Memory management in C, Java, Python, UX Design

Work Experience

Software Engineer (Growth), iOS @ Strava - Social Fitness: San Francisco, CA

Jul '23 - Present

- Coding high revenue end of year project, coordinating with design, product, and localization teams.
- Shipping multiple A/B experiments to analyze user behavior, increase weekly retention, and drive KPIs.
- Writing high impact motion design code through the Lottie framework to elevate user experience.
- Spearheading adoption of SwiftUI to update legacy code and increase turnover of designs to production.

Software Engineer Intern, iOS @ Strava - Social Fitness: San Francisco, CA

May '22 - Aug '22

- Refreshed iOS app page with UIKit, managing data flow using clean swift architecture.
- Coded custom process to integrate with a new GraphQL backend for a seamless user experience.
- Updated pockets of legacy code and investigated/ resolved bugs related to app usability.

Mobile Engineer Intern @ Q2 - FinTech: Austin, TX

May '21 - Aug '21

- Developed a widget in Xcode using UIKit and SwiftUI for banking customers in two weeks.
- Programmed a similar widget for Android customers natively in Android Studio.
- Integrated iOS and Android code developed with a large code base, core financial libraries and APIs for real-time and updated customer data.

Animation/ Research @ Petron Scientech Inc. - Chemical Engineering: Princeton, NJ

Aug '18 - Sep '18

- Developed 3D Animation used by Sales and Marketing teams for demos for existing and new clients.
- The company designs large industrial strength chemical plants to produce sustainable biofuels. Animation is still being used to present to governments, large Industrial corporations, and investors.
- Used performant 3D rendering, modeling and animation software Blender 3D to build animation.

Projects

RecordHouse - Published: apps.apple.com/us/app/recordhouse/id1663586507

Jan '23 - Present

- Creator of peer-to-peer music sharing app leveraging AVFoundation and Firebase Cloud Storage.
- Managing custom subscription architecture using StoreKit 2 and a backend powered by Node.js.
- Designed by hand in Figma and developed with SwiftUI MVVM pattern emphasizing proper abstraction.
- Over 100 organic users after only a few months of release without any outside marketing push.

Raytracer - Developing (Long Term Project)

Nov '22 - Present

- Writing a raytracer in C++ and Swift using Metal for GPU accelerated rendering, running in real time.
- Building custom tooling for rendering pipeline from geometry to scene management to rasterization.
- Incorporating standard shading concepts such as lambertian BRDFs and shadow rays to enhance realism.

PaletteTheory - Published: apps.apple.com/us/app/palette-theory/id1585590657

Jun '21 - Present

- Created a machine learning package from scratch (on github) hand coding several learning algorithms.
- Used this custom package to train a neural network to predict color palettes from any image.
- Leveraged unsafe pointers in Swift to optimize KMeans clustering from 3 seconds to 0.2 seconds.
- Handled API calls to parse random images concurrently from the internet to generate palettes.

Volunteer

Extended School Year @ WWP School District: Plainsboro, NJ

Jun '16 - Jun '18

- Assisted in teaching academics and activities to students with special needs.