

Aashir Farooqi

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Objective

Seeking out an internship or part-time position in a software engineering or computer hardware related field.

Education

University of California, Davis

Davis, CA

College of Engineering: *B.S. Computer Engineering*
Expected graduation: *June 2020*

GPA: 3.00

Relevant Courses: Data Objects and Structures (C/C++), Object-Oriented Programming (Rust),
Programming/Problem Solving (C), Discrete Mathematics, Digital Systems, Circuits.

Self Taught: Swift/iOS development, vimscript, and \LaTeX .

Technical Skills

Programming/Markup Languages:

Fluent: C/C++.

Advanced: Rust, Java, Swift, Bash, MATLAB.

Beginner: HTML, \LaTeX .

Technological softwares/libraries:

SpriteKit, Unix, XCode, Vim, Android Studio,
Arduino IDE, Microsoft Office.

Experience

Software Engineering Intern

June 2018 - August 2018

General Atomics

EMS - Software and Controls

- I converted thousands of lines of code of the mathematical intensive algorithms of an aircraft landing simulation from MATLAB to C, enabling the simulation to run over twice as fast. My conversion is now used in research and development of the actual aircraft landing system, which is installed in the world's most expensive aircraft carriers.
- Only intern in department of 20 to earn "Most Valuable Player" award for saving "hundreds of hours in simulation time and greatly reduce control system tuning efforts."
- I created and presented several PowerPoint Presentations detailing the general process of the aircraft landing system, which are being used for teaching new employees.

Research Assistant

April 2018 - onwards

Miller Lab (millerlab.faculty.ucdavis.edu)

Auditory Neuroscience and Speech Recognition Lab

- Wrote backend database in MATLAB to track participants in behavioral studies we conduct.
- Wrote Arduino software which takes in digital button inputs and analog data from multiple audio jacks, and relays this information to our EEG acquisition program in real time through soldered serial pins. Crucial in running our behavioral studies as they tend to revolve heavily around brain wave patterns in response to audio cues.
- Wrote a MATLAB wrapper which grabs the gaze angle from our eye tracker through the Lab Streaming Layer API. Designed as a proof of concept to be incorporated into future studies which will require eye tracking data.

Independent Projects (*code available on [GitHub](#)*)

Round 'a Bound Swift

Spring 2018

- Utilizes Spritekit API in detecting physics collisions between different nodes, and exhibiting custom animations and sounds.
- Gradients and textures incorporated through self use of Photoshop.
- Online leaderboard via a realtime database through Google's Firebase API, which parses through JSON data.
- Published and reviewed on App Store, with over 60 downloads.

Tic-Tac Emoji Swift

Winter 2018

- Utilizes SpriteKit API to create aesthetically pleasing objects, fully equipped with custom animations and sounds.
- Published and reviewed on App Store, with over 2000 App Store page views.