Aashir Farooqi

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Education

University of California, Davis

Fall 2016 - Summer 2020

Major: Computer Engineering, B.S

GPA: 3.4

CS Coursework: Algorithm Design & Analysis, Operating Systems, Networks. **EE Coursework:** Embedded Systems, Digital Systems, Circuits, Signal Processing.

Experience

Embedded & Hardware Engineer - Research Assistant Miller Lab (millerlab.faculty.ucdavis.edu)

April 2018 - June 2020

Auditory Neuroscience & Speech Recognition Lab

• Independently brought up, prototyped, and developed a real-time embedded solution to cross-reference external audio inputs with an EEG acquisition system by writing embedded firmware code in C onto a microcontroller and designing/assembling a custom hardware, single-bit ADC circuit. Brought latency down from the previous iteration by a

factor of 10. Wrote extensive software documentation and software requirements for code written.

- Wrote Bash shell scripts and Python scripts for tests, alongside basic network troubleshooting in a Linux environment.
- Built a custom, real-time embedded Linux distributions and cross-toolchains using the Yocto Project, by understanding the underlying hardware requirements of the target embedded system, and host system.

Software Engineer - Intern General Atomics

June 2018 - August 2018 EMS - Software and Controls

• Leveraged object-oriented and algorithm design principles to convert the code base for an aircraft landing from MAT-LAB to C++, bringing the runtime of the simulation down by a factor of 2. Despite tight time constraints and minimal assistance, I earned the "MVP" award for saving "hundreds of hours in simulation time and greatly reducing control system tuning efforts".

Projects

Smart Dog Collar Senior Design Project C & Verilog

Fall 2019 & Winter 2020

- Designed multiple finite state machines based on different power modes of the sensors, which were implemented in a combination of Verilog, and embedded C.
- Wrote embedded firmware code in C and HDL code in Verilog onto Cypress's Programmable-SoC.
- Implemented a BLE module for wakeup interrupts and data transfer from a mobile application to our device.
- Communicated with external sensors using low level communication protocols, including SPI, I²C, UART, and I²S.
- Designed/assembled multiple iterations of custom hardware PCBs in Altium, and conducted hardware level debugging.

Mobile Applications (IOS): Round 'a Bound, Tic-Tac Emoji Swift

Winter 2017 & Spring 2018

- Implemented UI programming using the Spritekit API to detect physics collisions between nodes and to exhibit independently made animations and sounds.
- Incorporated an online leaderboard via a realtime database through Google's Firebase API.
- Apps originally published and reviewed on the App Store, culminating in over 250 downloads.

Website: aashpointo.github.io/KmapWebsite HTML/CSS & JavaScript

Winter 2018

• Implemented the Quine-McCluskey algorithm in JavaScript to compute the *Sum of Products* and *Product of Sums* from a set of truth-table inputs.

Technical Skills

- **Proficient:** C/C++, Verilog, MATLAB, Bash, RISC-V.
- Familiar: Python, Java, Rust, Swift, R, LATEX.