

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*

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

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

Technical Skills

- **Coding Languages:**
Fluent: C/C++.
Advanced: Rust, Java, Swift, BASH, MATLAB, \LaTeX .
Beginner: HTML.
- **Technological softwares/libraries:**
JSON, SpriteKit, Unix, XCode, Vim, Android Studio, Microsoft Office

Experience

Software Engineering Intern
General Atomics

June 2018 - August 2018
EMS - Software and Controls

- I converted thousands of lines of code of the mathematical intensive operations of an aircraft landing simulation from MATLAB to C, enabling the simulation to run 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 still being used for teaching new employees.

Research Assistant
Miller Lab

April 2018 - onwards
Auditory Neuroscience and Speech Recognition Lab

- Wrote backend database in MATLAB to track participants in a behavioral study we were conducting.
- Revised and made modifications to MATLAB study simulation source code to ensure that all output data from each participant were recorded in their own separate repositories.
- Assisted in actual running of the behavioral study, creating an outline of the study to be given to each participant, and scheduling participants for future trials.

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 50 downloads.

Tic-Tac Emoji *Swift*

Winter 2018

- Utilizes SpriteKit through Swift to create aesthetic objects fully equipped with custom animations and sounds.
- Published and reviewed on App Store.