

Aashir Farooqi

(949)-226-9612 | afarooqi@ucdavis.edu | <https://github.com/AashPointO>

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

April 2018 - June 2020

Miller Lab (millerlab.faculty.ucdavis.edu)

Auditory Neuroscience & Speech Recognition Lab

- Independently brought up, prototyped, and developed a real-time solution to cross-reference external audio inputs with an EEG acquisition system by writing embedded firmware code in C and designing/assembling a single-bit ADC circuit. Brought latency down from the previous iteration by a factor of 10.
- Taught myself networking principles, such as TCP/IP communication, to communicate with an external eye-tracking system for use in behavioral studies.
- Build custom embedded Linux distributions and cross-toolchains using the Yocto Project, by understanding the underlining hardware requirements of the target embedded system, and host system.

Software Engineer - Intern

June 2018 - August 2018

General Atomics

EMS - Software and Controls

- Leveraged object-oriented and algorithm design principles to convert the code base for an aircraft landing from MATLAB 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

- 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 peripherals such as MEMS mics, accelerometers, and gyrometers through I²C, I²S, SPI, and UART.
- Designed/assembled multiple iterations of PCBs in Altium, and conducted hardware level debugging.

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

Winter 2017 & Spring 2018

- Utilized 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, L^AT_EX.