Baron Khan

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Professional Profile

Dynamic and competent student with skill sets in computer science and electronics. Able to work equally well both as an integral member of a team and autonomously as required, utilising initiative to make strong decisions and remain focused in challenging, fast-paced environments.

Core competencies include:

Software Engineering | Game Programming | Robotics | Embedded Systems | Digital Electronics | Presentations

Key Technical Skills

- **Programming Languages:** C; C++; C#; F#; Python; Java
- **Other Languages:** PostgreSQL; ARM/MIPS Assembly; Verilog
- **General:** Visual Studio; Git; LaTeX; Microsoft Office; Windows; Linux

Work Experience

Apr '17-Present   Software Engineering Intern at Cisco
- Working on the Cisco Spark Board development team adding voice recognition and control to the Spark Boards
- Contributed to various bug fixes related to the media framework and the application UI, reviewed by teammates

Oct '16-Mar '17:   Undergraduate Teaching Assistant at Imperial College London (Part-Time)
- Supporting first-year students with their C++ software engineering courses in the computing labs

Jul '16-Sep '16:   Programming Intern at NaturalMotion
- Assisted with various programming projects, including coding in C++ for the AAA mobile game "Clumsy Ninja" and contributed to the latest update with bug fixes and new events, while writing new development tools in C#
- Implemented new tracking metrics for rewarded video ads and completely overhauled the entire debug menu
- Integral member of the winning team in the Q3 hackathon creating the VR experience, "Posing with Friends"

June '11:   Work Shadowing at British Telecom
- Assisted in fault tracking and resolution in transmission systems, performing all tasks to the highest standard

Education and Qualifications

MEng:	Electronic and Information Engineering (2014-2018) – *Imperial College London*
	Jointly taught by the Electrical Engineering department and the Department of Computing
	First year – 1st; **Second year – 1st**; Introduction to Management Course (**Distinction**)
3 A Levels:	Mathematics (**A***), Physics (**A**) and Chemistry (**A**) (2013) – *The Latymer School*
1 AS Level:	Economics (**A**) (2012) – *The Latymer School*
9 GCSEs:	Including A*s in English and Maths (**7 A*s and 2 A's**) (2011) – *St John's Senior School*

Favourite Individual Projects

- **Clumsy Ninja Event Tool (Aug-Sep 2016):** a tool for easily creating new events for Clumsy Ninja; coded in C# using the .NET Framework; decreased event-creation turnaround time from 1 whole day to just 10 minutes
- **C Compiler (Feb-Apr 2016):** a compiler which outputs MIPS assembly code that can be assembled and linked using the GCC MIPS toolchain; written in C++ and supports expressions, control flow and function calls
- **MIPS-4-3DS Emulator (Sep-Oct 2016):** MIPS simulator for 3DS coded in C; supports all MIPS32 instructions
- **Gears – Arduino Robot (Jul-Aug 2015):** C++; automatic movement, voice recognition and Bluetooth control
- **Resize – Android/iOS Game (Apr-Aug 2014):** published this challenging arcade game; over 600 downloads

Personal Details

Interests Include:	Computer and Mobile Game Development; Robotics; Karate
Previous Roles:	Enfield Environmental Youth Committee Member; Student Council; School Librarian
Further Skills:	Languages: English (native), French (basic), Bengali (basic); Full, Clean Driving License

References are available on request