

Baron Khan

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Overview

Cisco software engineer with 3 years' industry experience in C++ & Python; looking to deliver high quality features.

Competencies

Software Engineering | Embedded Systems | Network Programming | Video Conferencing | Presentations

Key Technical Skills

Languages: C++ | C# | C | Python

General: Git | Docker | Linux | Android

Work Experience

Sep '18 – Present: **Software Engineer at Cisco** | London, United Kingdom

- ◆ Developing the Cisco Meeting Server; coding in C++ and Python; feature development, bug fixes & testing.
- ◆ Lead architect and developer for the recorder and streamer components; optimised components for scale.
- ◆ Working with a concurrent and asynchronous architecture; coding with POSIX threading primitives in C++.
- ◆ Experienced with live debugging in GDB; regularly analyse important customer post-mortem debug logging.
- ◆ Recognised for excellent customer work by creating an MP4 recovery tool to recover customer recordings.
- ◆ Regularly present engaging talks and demos; ranked highly during hackathons: 1st in 2020 and 2nd in 2018.
- ◆ Innovations include: rewinding live meetings; recording recovery tool; chapters in recordings; live subtitles.
- ◆ Working with the following protocols: SIP, RTP, RTMP, TCP; tools include: Git, Docker, Wireshark, Jenkins.

Apr '17 – Sep '17: **Software Engineering Intern at Cisco** | London, United Kingdom

- ◆ Worked on the Cisco Webex Board; added a voice recognition interface framework using NVIDIA TensorRT.
- ◆ Contributed several bug fixes for the Cisco Webex Board Android-based user interface; added new unit tests.
- ◆ Transferred to the Cisco Meeting Server team; created video and audio analysis tool for media & layout tests.
- ◆ Actively coded in C, C++, Python, and Java; regularly utilised Git, Jam & Docker; gave several presentations.

Jul '16 – Sep '16: **Programming Intern at NaturalMotion** | Oxford, United Kingdom

- ◆ Coded in C++ for the AAA mobile game, Clumsy Ninja (on iOS/Android); used Visual Studio & TortoiseSVN.
 - ◆ Contributed to the Winter 2016 update for Clumsy Ninja, adding bug fixes and creating new in-game events.
 - ◆ Created the Clumsy Ninja Event Tool; program for easily creating events for Clumsy Ninja; coded using C#.
 - ◆ Member of the winning team in the company's 2016 hackathon; created VR experience with Unreal Engine.
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Education and Qualifications

MEng 4YFT: **Imperial College London** – Electronic and Information Engineering (2014-2018)

- ◆ 1st Class Honours Degree; integrated master's with computer science focus
- ◆ 1st Class Final Year Project: Voice Recognition RPG: Using NLP to ease dev.
- ◆ Undergraduate Teaching Assistant: C++ Software Engineering (2016-2017)
- ◆ Notable modules: High Performance Computing; Embedded Systems
- ◆ Business modules: Accounting, Managerial Economics, Management

3 A Levels: **The Latymer School** – Mathematics (A*), Physics (A), Chemistry (A) (2013)

9 GCSEs: **St John's Senior School** – A* in English and Maths (7 A*s and 2 As) (2011)

Coursera: Cloud Computing | Natural Language Processing | Neural Networks & Deep Learning

Personal Projects

Mobile Games: Samurai Smash! (iOS / Android) | Life at Sea (iOS / Android) | Resize (iOS / Android)
Websites: [GitGudCommit.com](https://gitgudcommit.com) (May '18 - Feb '19) | [NasimasChildcare.co.uk](https://nasimaschildcare.co.uk) (Aug '17 - Oct '17)
Libraries: [Clock++](#) (Aug 2019) | [Voice Commands with WordNet](#) (Oct 2017 – Jun 2018)
Robots: [N.O.E.L](#) (Hexapod) | [Pascal](#) (Room Automation) | [G.E.A.R.S](#) (Bluetooth)

Other Details

Interests Include: Mobile Games Development | Robotics | Football

Miscellaneous: Languages: English (native) | UK Driving License

Portfolios: [GitHub.com/BaronKhan](https://github.com/BaronKhan) | [BaronKhan.GitHub.io](https://baronkhan.github.io)

References are available on request
