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. Currently seeking a graduate role with a progressive organisation in which to continue to develop and grow, contributing to the company's ongoing success.

Core competencies include:

Software Engineering | Embedded Systems | Computer Architecture | Robotics | Games Design | Presentations

Key Technical Skills

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

Work Experience

Apr '17-Sep '17 Software Engineering Intern at Cisco

- Worked on the Cisco Spark Board development team; added voice recognition and control to the Spark Board.
- Also worked on the Cisco Meeting Server; added video and audio analysis tools for media and layout testing.
- Contributed to various bug fixes for the Spark Board Android application user interface; focusing on HDMI bugs.
- Actively coded in C, C++, Python, and Java; regularly utilised Git, Jam, Make, Phabricator, Arcanist and Docker.

Oct '16-Mar '17: Undergraduate Teaching Assistant at Imperial College London (Part-Time)

- Supported 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.
- Created the Clumsy Ninja Event Tool; program for easily creating new events for Clumsy Ninja; coded in C#.
- Integral member of the winning team in the Q3 hackathon creating the VR experience, "Posing with Friends".

June '11: Work Shadowing at British Telecom

Education and Qualifications

MEng 4YFT: Electronic and Information Engineering (2014-2018) – *Imperial College London*
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: A*s in English and Maths (**7 A*s and 2 A's**) (2011) – *St John's Senior School*

Individual Projects

- **Pascal – Room Automation Assistant (Aug-Sep 2017):** Raspberry Pi personal assistant resembling Google Home and Amazon Echo; Weather updates, small talk, and voice-controlled automation of lights, lamps, and fans; devices controlled using RF transmitter and receivers; full GUI; coded in Python and C++.
- **FIR – Conversational AI Bot (Jun-Jul 2017):** A conversational Raspberry Pi bot resembling Siri and Alexa.
- **C Compiler (Feb-Apr 2016):** a compiler which outputs MIPS assembly code that can be assembled and linked using the GCC MIPS toolchain; coded in C++ and supports expressions, control flow and function calls.
- **MIPS32 Emulator (Sep-Oct 2016):** MIPS simulator written in C; supports most MIPS32 CPU 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 Games Development; Robotics; Karate
Previous Roles: Enfield Environmental Youth Committee Member; Student Council; School Librarian
Further Skills: Languages: English (native), French, Bengali (both elementary); Full, Clean Driving License

References and project details are available on request