# Farid Rohana

frohana@calpoly.edu | (408)439-3007 | San Jose, CA | https://github.com/FRohana

# **EDUCATION AND RELEVANT COURSEWORK**

## Bellarmine College Preparatory, San Jose, CA

May, 2025

- GPA: WGPA 4.3, UWGPA 3.9
- Relevant Coursework: Intro to Python, 3D Modeling and Animation 1&2, Intro to CAD, Intro to Engineering

## De Anza College, Cupertino, CA

• Relevant Coursework: Intro to Programming with Java

#### Cal Poly (Freshman), San Luis Obispo, CA

- Major: Computer Engineering
- Relevant Coursework (In Progress): Data Structures and Algorithms

#### LEADERSHIP EXPERIENCE AND CLUBS

## Founder, San Jose Curbs

Aug. 2019 - May. 2023

- Founded curb painting business serving 600+ customers, generating ≈\$12k revenue.
- Sold door-to-door, developed an online shop with Wix, and led team of 3 including me.
- Engineered custom stencils using AutoCAD software, a 3D printer, and a wood laser cutter provided by my school.
- Developed sales communication, team leadership, and engineering problem-solving skills.

## Co-President, Bellarmine Cash Club

Aug. 2022 - May. 2024

- Created finance curriculum and presented on basic investment/financial information
- organized competitive trading challenges and simulations using Investopedia.

#### Co-President, Bellarmine Film Club

Aug. 2023 – May. 2025

Led weekly film screenings and group discussions analyzing films with club members.

## Executive, Bellarmine Unity Council

Aug. 2023 – May. 2024

- Helped create school's first DEI assembly and coordinate multicultural events including Global Village.
- Assisted in script writing for school-wide presentations.

#### Team Captain, Liverpool FC

Winter 2018 - Winter 2022

 Played competitive gold-level soccer as starting midfielder/leftwing and captain, communicating plays and organizing teammates during matches

#### Assistant Instructor, Victory Martial Arts

2019 – 2020, 2022 - 2023

 Helped instruct classes of 10-20 students and led workshops and summer camps while improving my teaching and leadership skills.

#### Engineer, Bellarmine Makers Lab

Aug. 2021 – May. 2025

- Developed 3D modeling and printing skills by designing and printing models like houses and nails and learned AutoCAD software for technical design and drafting projects
- Learned how to operate equipment like a laser cutter to produce custom stencils for my curb painting business

# **PROJECTS**

#### Whack-A-Mole Arcade Game

- Built an arcade-style whack-a-mole game as part of a collaborative team project
- Helped design and construct the physical arcade box using AutoCAD, 3D printing, and laser wood cutting, accounting for internal space requirements for wiring and electrical components
- Helped in programming using Arduino-specific language (based on C++)
- Served as primary electrical engineer, soldering connections between Arduino digital/analog pins, resistors, and LED lights to create the game's electrical elements

#### **PyPaint**

• Coded a simple digital painting application built with Python and Pygame. Features a 9-color palette, three brush sizes, reset canvas feature, and an intuitive drawing interface.

# Co-founder of website CPUandBeyond - <a href="https://faridrohana0.wixsite.com/cpuandbeyond">https://faridrohana0.wixsite.com/cpuandbeyond</a>

• Designed a website and course with my brother to simplify complex computer hardware topics for beginners, covering CPUs, hard drives, motherboards, and power supplies with quizzes at the end of units to test understanding