FARHAN A. ABDULLA

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EDUCATION

University of California, Berkeley | Berkeley, CA **Expected Graduation:** Dec 2025
B.A. Data Science & Minor in Computer Science, emphasis in Business Analytics

TECHNICAL SKILLS

Programming Languages: Python, Java, SQL, C++, HTML, JavaScript, & CSS
Frameworks & Libraries: Kivy, PANDAS, Seaborn, React, Django,
Tools: Intellij, Visual Studios Code, Git, & Arduino

EXPERIENCE

Software Engineer **3DT Holdings LLC |** San Diego, CA
May 2024 - August 2024

- Designed, developed, and deployed the world's first touchscreen application for an industrial dip coating machine using the Kivy library in Python.
- Programmed Arduino sketches in C++ for the stepper motor and improved communication between the motor and the software through serial communication, enhancing motor response by 2 seconds.
- Led and planned cross-functional collaboration during the testing phase of 12 test runs with the machine builder to ensure software-hardware integration and reducing system errors by resolving bugs from test cases.

Software Engineering Research intern **Goodly Labs |** Berkeley, CA
January 2024 - April 2024

- Integrated company data with user content data, using React and Django, improving training data for AI.
- Led and structured workflow for my team of 3 people and managed communication between team and project manager.
- Data cleaned sources from Twitter using Twitter's API and PANDAS to improve variance and bias in AI models.
- Presented at the UC Berkeley Data Science Discovery Program Symposium where my team and I won the Best in Show award for our approach at tackling misinformation.

PROJECTS

Cafe Frog
January 2024 - Current

- Recruited and led a cross-functional team of 7 to develop, design and market a video game.
- Structured workflows and facilitated productive meetings, resulting in 50% completion of game development and the creation of a comprehensive marketing campaign.
- Spearheaded the development of the video game using Python's PyGame library, led a programming team of 3, and implemented and trained a machine learning model using Naive Bayes Algorithm for NPC chatbots.

Movie Classification
November 2022 - December 2022

- Developed a k-nearest-neighbors (KNN) classifier to predict a movie's genre (comedy or thriller) based on the frequency of certain words in its screenplay.
- Conducted data cleaning and analysis using Python and libraries such as NumPy and Pandas.
- Validated the model's performance through rigorous testing, applying techniques to prevent overfitting.