FARHAN A. ABDULLA

farhan_abdulla@berkeley.edu
(916)764-9716

EDUCATION

University of California, Berkeley | Berkeley, CA
B.A. Data Science & emphasis in Business Analytics

TECHNICAL SKILLS

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

EXPERIENCE

Data Scientist **Global Talent Fund |** Berkeley, CA
June 2025 - Present

- Leading web development for Global Talent Fund using webflow, ensuring scalable design.
- Providing strategic consultation on data management practices, reducing monthly query costs by $700.
- Mentoring interns and internal teams on best practices of data management and data science workflows.

ML Engineer & Developer **UC Berkeley |** Berkeley, CA
May 2025 - Present

- Developing the official website for the Deep Past Initiative using docusaurus.
- Cleaning and engineering low-resource, historical, linguistic datasets for the Deep Past Initiative.
- Collaborating on the development & training of BART models for lemmatization of Akkadian, contributing to the advancement of NLP tools for the low-resource languages.

Machine Learning Engineer Intern Lead **UC Berkeley |** Berkeley, CA
Jan 2025 - May 2025

- Lead a team of seven to develop a token prediction model for Akkadian, focusing on token prediction.
- Oversaw the development and fine-tuning of two models: mBERT and a T5 pre-trained Hugging Face model.
- Designed model training workflows, including data preprocessing, architecture selection, and evaluation strategies.
- Established key milestones and coordinated team efforts to ensure alignment with project goals.

Software Engineer Intern **3DT Holdings LLC |** San Diego, CA
March 2025 - May 2025

- Returning to design and implement a secondary stepper motor feature in my previous Kivy-based application.
- Collaborating with Electrical Engineer to test and further improve motor response and speed.

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

- Independently designed and developed Raspberry Pi touchscreen application for an industrial dip coating machine using the Kivy library in Python.
- Programmed Arduino sketch in C++ for stepper motor and improved communication between the hardware and software through serial communication, enhancing motor response by reducing occasional delays.
- 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 all bugs from test cases.