Haaris Khan

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Education

University of California, Berkeley: Aug 2015 - May 2019

Pursuing Bachelors of Arts in Computer Science
Relevant Coursework Completed:

- Efficient Algorithms and Intractable Problems
- Data Structures
- Great Ideas in Computer Architecture
- Probability and Random Processes
- Introduction to Artificial Intelligence
- Designing Information Devices and Systems I & II
- C for Programmers
- Discrete Mathematics and Probability Theory
- Linear Algebra and Differential Equations
- The Structure and Interpretation of Computer Programs

Enrolled Coursework (Fall 2017):

- Introduction to Machine Learning
- Computer Security
- Beyond Worst-Case Analysis
- Introduction to Abstract Algebra

Projects

Fight VR! The Virtual Reality Boxing Game Oct 2016 - Dec 2016

- Designed, created, and tested designs for a first-person virtual reality fighting game against computer opponents on the HTC Vive, using the Unity engine.
- Programmed and tested an Arduino microcontroller using Haptic Feedback, which activates vibration motors corresponding to impacted areas of a player's body based on damage received.
- Implemented analytic methods such as in-game model interaction, the adapting to user attack patterns, and collision detection / trigger handling.

Outside Recs: A Personalized Recommendation Platform Jul 2016 - Aug 2016

- An Android app for attendees of the Bay Area Outside Lands festival. Outside Recs uses Spotify API and analyzes users' top artists and genres to create personalized schedules for attendess.

QuestList: Gamifying the Odd-Jobs Market Jul 2016 - Aug 2016

- A Django-powered web application for job posting and hunting within the local town. Included numerous "gaming" elements such as experience points and levels to encourage user activity.

Work Experience

Jun 2016 - Aug 2016

REVEALiO: Augmented Reality for the Heart

Computer Science Consultant

- Created web applications for iOS purchases through Django; analyzed choices through SQL database.
- Optimized speed and analytic performance for the apps / web using Google Analytics, UTM tags, and SEO techniques

Skills

Languages: Python, Java, C, C#, HTML / CSS, Javascript
Frameworks / Tools: SciPy, NumPy, Matplot, Django, Android Studio, Arduino, Raspberry Pi, Unity Engine
Design: Adobe Photoshop, Illustrator, and InDesign