Tamjid Hasin Khan

Cell (949)-331-8960 | tkhan314@ucla.edu | Irvine, CA |

EDUCATION

Irvine Valley College

Major: Computer Engineering

GPA: 3.84/4.0

University of California Los Angeles

Major: Computer Engineering

GPA: 3.154

Anticipated Graduation Date:

June 2023

SKILLS

PROGRAMMING

Java
C++/C#
Python
Linux
Verilog
JS/React Native

SOFTWARE

Experience with Linux/Kernels
Experience in Virtual Machines
Experience with Visual Studio and Arduino

Socials

LinkedIn:

https://www.linkedin.com/in/tamjid-khan-6a2562177/

GitHub:

https://github.com/TomKhan63

PROJECTS

RSLK Project Car
November 2021 – December 2021

- Programmed a RSLK car using Arduino IDE to follow a black track using sensor data.

Web Application for Health and Fitness
February 2022 – March 2022

- Worked in a small team to create a full-stack web application with the following features:
  - Ability to display dynamic data to user by creating graphs for weight/height
  - Ability to upload persisting data from the client to the back-end through user profile creation.
  - Ability to search through server for exercises and workout recommendations.
  - Use of version control using Git.

Python Interpreter
October 2022 - December 2022

- Worked on a python interpreter for a new language according to the specification provided by professor of CS 131 (Programming Languages) called Brewin: a statically typed, strongly typed language that supported first-class functions and lamdas/closures. It also supported basic object creation, with object methods and properties.

Visual Studio Code Extension – OML Alexandria
January 2023 - March 2023

- Worked in a group of six on a VS Code Extension for a Software Engineering class
- Created a VS Code Extension that provides language support for Ontological Modeling Language (OML), a systems engineering language developed by OPENCaesar.
- Language Support features in the form of Code Refactoring, Syntax Highlighting, Goto Definition, etc.
- Also provides visualization of code using UML-like diagrams. Implemented using two different methods: Immediate visualization through Sprotty VS Code, and an OML to UML file converter.

EXPERIENCE

Irvine Valley College Game Development Club (IVC GDC), Irvine, CA
September 2020 – June 2021
Treasurer

- Attended board meetings and tracked financial records.
- Worked with members on 2D pixel art game.

Internship at UCI and Coolest Projects North America, Irvine, CA / Santa Ana, CA (Competition)
Internship: July 2018 – August 2018, Competition: September 23, 2018:
Intern and Competitor

- Worked under Professor Mohammad Al Faruque as an intern with Ph. D students on a large-scale, food recognition project at the Department of Engineering at UCI.
- The project was called “What You See is What You Eat”, and it was designed to show how machine learning and image recognition can be used in daily life to monitor eating habits and encourage a healthy lifestyle.
- Adapted to a new programming language (Python) as well as a new device (Raspberry Pi Zero).
- Created a small demonstration of the project and presented it at the competition as the leader of a team of three.