

# Ahmad Taka

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## EDUCATION

### Massachusetts Institute of Technology (MIT)

Candidate for a Bachelor of Science in Electrical Engineering and Computer Science

- **Relevant courses:** Introductory Digital Systems Laboratory, Special Subject in Digital Design, Embedded Systems, Computer Systems Engineering, Software Construction
- **GPA:** 4.6
- **Awards:** Arthur J. Samberg '62 Scholarship, Bausch+Lomb Honorary Science Award, Rensselaer Medalist

## EXPERIENCE

### MIT Computer Science and AI Laboratory

Feb. 2021 – Present

#### Human-Computer Interaction Researcher

- Co-authored paper on unique detection methods for 3D printed objects (<https://groups.csail.mit.edu/hcie/files/research-projects/infraredtags/2022-CHI-InfraredTags-paper.pdf>)
- Created software for embedding 3D tags in STL
- Evaluated techniques and implemented web-based applications
- Designed hardware for lab group and other projects

### Chainbridge Solutions

June 2019 - Aug. 2021

#### Software Engineer

- Implemented FFT and BoofCV image processing frameworks in order to efficiently develop an Image Processing PDF Reader
- Pulled data from a centralized data store and produced a user friendly Data Visualization dashboard using JavaScript for a better customer experience
- Spearheaded the initiative to incorporate Robotic Process Automation to speed up the development process of cross platform automations

### MIT Physics Department

Aug 2021 - Dec. 2021

#### Grader for Advanced Classical Mechanics

- Graded several assignments and helped students with complaints and other class related issues

## RELEVANT PROJECTS

### Automated 3D Printer

- Built a 3D printer and interfaced it with OctoPrint for automated printing. Accomplished under traditional prices, delivering exceptional quality

### Galina: 3D FPGA LED Display Driver

- Used cheap digital circuitry to drive individual LEDs. Created a scalable design, while retaining high speed control.

### GameMan: Full FPGA implementation of Original Gameboy (DMG)

- Worked on a team of three to build a hardware implementation of the Original Gameboy. Implemented complex display logic, and Z80 CPU

### Nikolai

- A customizable 3D printed gauntlet with an embedded display, which allows a user to attract metal objects.

## COMMUNITY INVOLVEMENT

### Student Government, Athletics Chair, MIT

Aug. 2019 - Aug 2021

- Managed discretionary fund for the gym
- Interacted with members of the dorm community; formed social spaces for like-minded gym enthusiast

### Social Events Chair, MIT

Aug. 2021 - Present

- Regularly hosted and managed social events. Managed team of seven with limited budget

## SKILLS

Programming Languages	Web Design & Development	Electronic & Mechanical Design	Development Ecosystems	Prototyping	Languages
<ul style="list-style-type: none"><li>- C/C++</li><li>- Python</li><li>- Java</li><li>- SystemVerilog</li><li>- 8080 Assembly</li><li>- SQL</li></ul>	<ul style="list-style-type: none"><li>- HTML</li><li>- CSS, JavaScript</li><li>- Flask</li><li>- NodeJS</li><li>- JQuery</li><li>- D3</li></ul>	<ul style="list-style-type: none"><li>- MATLAB</li><li>- SolidWorks</li><li>- Fusion 360</li><li>- SPICE</li><li>- Rhino</li><li>- Grasshopper</li><li>- KiCad</li></ul>	<ul style="list-style-type: none"><li>- Visual Studio</li><li>- Vivado</li><li>- Eclipse</li><li>- Oracle SQL</li><li>- PyCharm, IntelliJ</li></ul>	<ul style="list-style-type: none"><li>- Arduino</li><li>- Atom</li></ul>	<ul style="list-style-type: none"><li>- English</li><li>- Arabic</li><li>- German (elementary)</li></ul>