

ARDLAN KHALILI

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Website: <http://ardlank.com>

Education

B.S in Computer Science

08/2013 to 08/2017

The University of Tennessee - Knoxville, TN

- GPA: 3.86/4.0
 - Scholarships: Harlan D. Mills (\$2,500), James W. Mitchell (\$2,000), Swan Brothers (\$2,000), Patsy & Frank Borthick (\$1,500), Fred M. Roddy (\$1,500), Frederick T. Bonham (\$1,500) and Enterprise Integration Cyber (\$1000).
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Employment

Software Engineer

07/2018 to Current

JPMorgan Chase & Co. – Plano, TX

- Create features and fix defects in the Chase and Finn iOS mobile app.
- Create features and fix defects in the Chase and Finn Android mobile app.

Software Engineer

05/2018 to 07/2018

ShopLook. – San Francisco, CA

- Work with offshore developers to improve code base. Speed, functionality and readability were improved.
- Create an iOS app and successfully launch it to the App Store.
- Translate technical issues to management and formulate plans.

Software Development Intern

05/2017 to 08/2017

NASA Langley Research Center - Hampton, VA

- Increased the code coverage of NASA's web pages by implementing automated test case.
 - The software improved the efficiency and speed of functional and regression test execution by a factor of 2.
 - Utilized Gmail's APIs into the technology stack to automatically extract order numbers.
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Research

Student Researcher

05/2016 to 08/2016

University of North Dakota – Grand Forks, ND

- Researched and developed a high altitude low-cost balloon test platform.
- Used C++ on the Arduino IDE to program the satellite.
- Authored a paper based on my findings for the Academic High Altitude Conference (AHAC).

Student Researcher

01/2016 to 05/2016

Oak Ridge National Laboratory – Knoxville, TN

- Researched new algorithms for optimal path and better curvature to 3D prints.
 - Optimized a slicer program by implementing a hexagonal mesh algorithm that increased the quality of prints in certain situations by 10%.
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Publication

Ardlan Khalili, Skye Antinozzi, Oscar Velasco, Jeremy Straub, John Nordlie and Ronald Marsh, "BalloonSAT: A Very Low-Cost 'Satellite' Test Platform," *2016 Academic High Altitude Conference*, St. Paul, MN, June, 2016.

Projects

Personal Website (2017) – Personal webpage to display my work and contact. *HTML, CSS, PHP, JavaScript, LAMP stack*

Ka-Pow (*Senior Design, Team Lead*, 2017) – Creation of an electrical substation in Unity to train electrical mechanics. *Unity, C#*

Hack the Planet (*VandyHacks III*, 2017) – Augmented reality iOS app for a 2D world map. 3D assets would be projected from countries and audio would accompany them. *Unity, Xcode, Vuforia's SDK*

Thermo-Leap (*FiskHacks II*, 2016) – Control of the Nest thermostat from the Leap Motion device. *C++, Nest REST API*

Languages and Technologies

- Coding languages: C, C++, C#, Java, Python, HTML, JavaScript, PHP, SQL, XML, and Swift.
 - Frameworks and Tools: Git, Docker, Cocoa Touch.
 - IDE's and Editors: Xcode, Unity, Arduino's IDE, Google's Firebase, Vim, eMac.
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Affiliations

- Hackathons: VandyHacks III, FiskHacks II, VolHacks, GE GhostHack, and Github's Hacktoberfest.
- IEEE at the University of Tennessee.
- Association for Computing Machinery at the University of Tennessee.