ARDLAN KHALILI

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Education

B.S in Computer Science *08/2013 to 08/2017*

The University of Tennessee - Knoxville, Tennessee

- 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).

Employment

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 regressional test execution by a factor of 2.
- Utilized Gmail's APIs into the technology stack to automatically extract order numbers.

Tutor *10/2016 to 05/2017*

The University of Tennessee - Knoxville, Tennessee

- Tutor undergraduate students in 100, 200 and 300 level computer science courses.
- Received a 100% approval rating from students.

Research

Student Researcher *05/2016 to 08/2016*

Department of Computer Science, 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 Manufacturing Demonstration Facility – 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%.

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*, 2017) – Creation of an electrical substation in Unity to train electrical mechanics. *Unity, C#*

Hack the Planet (*VandyHacks III*, 2017) – Augmented reality 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.
- Operating Systems: GNU/Linux, OS X, Windows.
- Frameworks and Tools: Git, Docker, Cocoa Touch.
- IDE's and Editors: Xcode, Unity, Arduino's IDE, Vim, eMac.
- ARM assembly code.
- 3D printers and software.

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.
- National Society of Collegiate Scholars.
- University of Tennessee Investment Group (UTIG).