

Farhaan Khan

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OBJECTIVE

Aspiring software developer specializing in real-time applications, AI/ML, and computer vision, seeking to contribute to cutting-edge solutions in dynamic tech environments while gaining practical experience.

EDUCATION

Vellore Institute of Technology

Bachelor of Technology in Computer Science

CGPA: 9.15

Vellore, India

2022 – 2026

Received Merit-Based Scholarship (Year 1 & Year 2) for academic excellence

PROFESSIONAL EXPERIENCE

Imagine XR

Computer Vision Research Intern

Hyderabad, India

June 2024 – July 2024

- Conducted research on Neural Radiance Fields (NeRFs) and Gaussian Splatting for advanced 3D reconstruction and rendering.
- Implemented and optimized NeRF and Gaussian Splatting techniques, enhancing model rendering accuracy and efficiency.
- Performed performance comparisons between methods, leading to significant improvements in rendering time.
- Successfully ported the resulting point cloud data to Unity for 3D visualization.

SKILLS

Programming Languages: Java (Intermediate), C++ (Intermediate), Python (Advanced)

Web Development: HTML (Intermediate), CSS (Intermediate), JavaScript (Intermediate), React (Intermediate), WebSockets (Intermediate)

AI/ML Tools: TensorFlow (Intermediate), MTCNN (Beginner), Inception ResNet (Beginner), FaceForensics (Beginner)

Real-Time Application Development: Python backend (Intermediate), React frontend (Intermediate), AI chatbots (Intermediate), file-sharing integration (Intermediate)

Computer Vision Techniques: Neural Radiance Fields (NeRFs) (Intermediate), Gaussian Splatting (Intermediate), 3D models from 2D images (Intermediate)

PROJECTS

ChatBox – Real-Time Chat Application

2024

Full-Stack Developer

- Developed a real-time chat application with a Python server backend, enabling seamless communication and file sharing for multiple users.
- Integrated AI chatbot functionality using Ollama for intelligent user interactions, resulting in a significant increase in user engagement.
- Utilized WebSockets for real-time communication, ensuring low latency for multiple concurrent users.
- Implemented a responsive React-based client for ChatBox, enhancing user experience; see the project here.

C-Compiler – Compilation Phases Visualizer

2024

Compiler Engineer

- Developing a custom C-Compiler to visualize compilation phases, from lexical analysis to x86ASM code generation.
- Implementing real-time feedback for each stage, reducing debugging time.
- Ensuring extensibility and usability for educational environments through a modular design.

Production Order, Inventory, and Purchase Order Linking System

2025 – Ongoing

Software Developer

Initiated the development of a system to seamlessly link production orders, inventory, and purchase orders, optimizing supply chain operations for electromagnet-related products.

Adopting Agile Scrum methodology, currently in the early phases of planning and sprint execution to iteratively build and refine system functionalities.

Designing core modules for production order tracking, inventory reconciliation, and purchase order integration to enhance operational efficiency.

Laying the groundwork for rigorous testing strategies to ensure system reliability and adaptability as development progresses.

REFERENCES

References available upon request.