

Farhan Azam

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EDUCATION

STANFORD UNIVERSITY

June 2020 | Stanford, CA

UNDERGRADUATE CS MAJOR

CANDIDATE

Graphics Concentration

SKILLS

PROGRAMMING

• PHP (Hack) • C++ • Unity (C#)
• Javascript (React) • Python • C
• Java • GraphQL

Tools:

• Pytorch • Numpy • Git/Github
• Blender • Mercurial
• LaTeX • Unix/Linux

COURSEWORK

COMPUTER SCIENCE

CS348E: Character Animation

CS231N: Convolutional Neural Networks

CS248: Interactive Computer Graphics

CS210: Software Project Experience with Corporate Partners

CS205L: Continuous Mathematical Methods

CS161: Design and Analysis of Algorithms

CS145: Data Management and Data Systems

CS148: Intro to Computer Graphics and Imaging

CS131: Computer Vision: Foundations and Applications

CS124: From Languages to Information

CS110: Principles of Computer Systems

CS11: Intro to Virtual Reality Design and Development

MISC

EE267: Virtual Reality

EE103: Intro to Matrix Methods

MATH51: Linear Algebra and Multivariable Calc

CO-CURRICULARS

Stanford XR - Member

Stanford Men's Rugby Team - Winger

Society of Latino Engineers - Member

EXPERIENCE

VIRTUAL HUMAN INTERACTION LAB | VR RESEARCH

DEVELOPER

September 2019 – April 2020 | Part Time | Stanford, CA

- Develop Virtual Reality experiences using Python and Unity
- Collect and analyze data on the effects of VR on human subjects

FACEBOOK | SOFTWARE ENGINEERING INTERN

June 2019 – September 2019 | Full Time | Menlo Park, CA

- Developed a full-stack web application tool for the AV/VR Media Services Team
- Used Javascript (React) and Relay for frontend
- Used PHP (Hack) for and MySQL for backend

PRAXIS LABS | VR DEVELOPMENT INTERN

January 2019 – June 2019 | Part Time | Stanford, CA

- Developed a VR Experience using Unity Engine on the HTC Vive
- Implemented hand interactions and scene management
- Synchronized audio with scene interactions

STANFORD | TECHNICAL SUPPORT

September 2017 – May 2018 | Part Time | Stanford, CA

- Provided one-on-one technical support to students
- Planned and hosted technology-related educational events for students
- Documented troubleshooting steps and strategies

STANFORD CENTER ON LONGEVITY | RESEARCH ASSISTANT

March 2018 – June 2018 | Part Time | Stanford, CA

- Conducted behavioral experiments
- Used Google Cloud, JavaScript, and online surveys to collect data
- Performed data analysis to reach conclusions about primed behavior

PINKBERRY | TEAM MEMBER

July 2016 – September 2016 | Part Time | Santa Monica, CA

- Worked as a cashier and served customers
- Took inventory and prepared frozen yogurt

PROJECTS

VIRTUAL REALITY PIANO [HTTPS://YOUTU.BE/PHOBHONR-DA](https://youtu.be/PHOBHONR-DA)

- Created a VR experience in which users can play a virtual piano
- Integrated Leap Motion API into Unity to dynamically track hand movements
- Used the Arduino Teensy 3.2 for positional tracking

SPACE CADET [HTTPS://YOUTU.BE/EZO2EJMINC4](https://youtu.be/EZO2EJMINC4)

- Created an educational VR game in which children can learn about the solar system
- Developed using Unity for the Oculus Go
- Enabled controller input for selecting objects