

# 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 • Blender

Tools:

• Unix/Linux • Git/Github • Mercurial

## COURSEWORK

### COMPUTER SCIENCE

**CS248:** Interactive Computer Graphics

**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:** Computer Organizations and Systems

**CS109:** Probability for Computer Scientists

**CS107:** Principles of Computer Systems

**CS103:** Mathematical Foundations of Computing

**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

Stanford Premed Association -

Diversity and Empowerment Officer

## EXPERIENCE

### VIRTUAL HUMAN INTERACTION LAB | VR RESEARCH

#### DEVELOPER

September 2019 – Current | 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 | PEER TECHNOLOGY SPECIALIST

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