

# Farhan Rahman Khan

☎ +1-709-219-3384 ✉ frkhan@mun.ca 📍 St. John's, NL 🌐 farhanrk.github.io  
in linkedin.com/in/farhanrk 🐙 github.com/farhanrk

## 🎓 Education

### Bachelor of Science – Major in Computer Science

Memorial University of Newfoundland

Fall 2021 – Winter 2026

- > Recipient of \$12,000 International Undergraduate Student Scholarship
- > Awarded Faculty of Science Dean's List 2023-24

## ⚙️ Skills

**Programming Languages** Python, Java, JavaScript, C, C++, HTML, SQL

**Frameworks/Tools** Node.js, OpenCV, TensorFlow, VTK, Git, PyMeshLab, scikit-learn, unit test, Agile Methodologies, AWS, pandas

**IDEs** Visual Studio Code, PyCharm, CLion, IntelliJ IDEA

**Competencies** Software Development, REST (RESTful API), Object Oriented Programming (OOP), Algorithm Development, Readable Coding Practice, Automated Testing, Machine Learning

**Non-Technical** Continuous Learning, Adaptability, Problem Solving, Teamwork, Attention to detail

## 💼 Experience

### Software Engineer Intern

Xplorobot

Jan 2024 – Apr 2024

- > Collaborated on a state-of-the-art project overlaying scans on 3D images indicating methane leaks, aiding environmental analysis.
- > Developed **C++** and **Python** algorithms to enhance the quality of 3D model generation from pictures for more accurate methane leak visualization, applying **OOP** principles utilizing libraries such as VTK, Open3D, and PyMeshLab, among others.
- > The developed algorithms automated the refining process, drastically **reduced human involvement**, and accelerated the workflow.
- > Participated in code reviews to ensure code quality and adherence to **clean code principles** while regularly conducting in-depth research for innovative ideas.

## 🔗 Projects

### GestoVision

ASL Hand Gesture Recognition

Fall 2023

- > Created a real-time ASL hand gesture recognition application, employing **scikit-learn** for model training in **Python**.
- > Achieved accurate landmark mapping with live hand detection utilizing MediaPipe.
- > Obtained accurate detection by applying pre-processing and image manipulation techniques to the live feed captured with OpenCV.

### Can't Stop!

Object-Oriented Game

Winter 2023

- > Developed an object-oriented game in **Java** iteratively, maintaining the use of use case scenarios and sequence diagrams.
- > Implemented **OOP principles** (polymorphism, encapsulation, abstraction), which played a significant role in the project's success.
- > Collaborated on a cohesive and low-coupled code, and designed AI players with difficulty levels.
- > Authored a comprehensive document detailing prospective networking components for the project.

### Portfolio Website

Personal Project

Summer 2023

- > Designed and developed a portfolio website using **HTML**, **CSS**, and **JavaScript** showcasing my technical skills, projects, and experience.

## 🤝 Volunteering

### Vice President

Curtis House Council

Sept 2022 – Apr 2023

- > Coordinated over 20 events, fostered community growth, and facilitated weekly meetings.
- > Actively took part in resolving conflicts, mentoring peers, and providing counseling in the university dormitory.