

Faris Bokhari

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EDUCATION:

University of Illinois Urbana-Champaign

May 2022

Bachelor of Science in Computer Science and Advertising | GPA: 3.83/4.00

Coursework: Intro to Computer Science | Software Design Studio | Data Structures | Discrete Structures | Computer Architecture | Prob & Stat. for Computer Science | Consumer Insights | Principles of Marketing | Advertising and Brand Strategy

EXPERIENCE:

University of Illinois Urbana-Champaign:

August 2020 – present

Research Assistant

- Created mock Twitter feeds and YouTube video page in HTML/CSS/JavaScript to simulate user interaction and behavior
- Integrated external cloud storage through Cloudinary and ImageKit to store videos and images
- Helped researchers enhance data collection by incorporating mock HTML pages within Qualtrics survey's

HCL, Redmond WA:

August 2020 – September 2020

CERT Tester

- Recorded test case results for Microsoft gaming products to track passed/failed cases.
- Created bug report for unintended bugs

SAP America, NSQ, PA:

July 2018

Technical Orientation

- Developed an Alexa Skill that used a machine learning algorithm in R
- Worked with SAP's HANA database to predict and speak the future value of a stock.

Bishop Ranch Intelligence Innovation Accelerator (BRIIA), San Ramon, CA:

June 2017 - August 2017

Marketing and Business Development Intern

- Created and implemented social media strategy which included developing a variety of posts and creating social sites
- Reviewed and did background research on applicants applying for the Accelerator program

Knodemy Inc, EdTech Startup, Livermore, CA:

June 2015 - June 2017

Technology Intern

- Applied the knowledge of Java, CSS, HTML and Python in the development of curriculum for teaching coding to K-12 Students.
- Developed curriculum for programming and Robotics for Minecraft Coding Camps.
- Worked on the development of an IOS app that connects high school students to college and professional mentors.

PROJECTS:

- Movie Recommender: Fall 2020
 - C++ application that utilized Amazon movie reviews from the Stanford Large Network Dataset Collection (SNAP)
 - Implemented Dijkstra's algorithm using a queue and PageRank algorithm to recommend movies based on a user input
 - Integrated a DFS traversal to determine whether the dataset is a bipartite graph or not
- Maze Machine Project: Fall 2020
 - C++ project that utilized disjoint sets to create a maze that had no cycles
 - Implemented a BFS traversal using a queue data structure to solve the maze through the longest distance
- Block Attack: Spring 2020
 - C++ implementation of Tetris that incorporates physics (collisions and gravity) using Cinder and Box2D libraries
 - Created test cases to validate project requirements using Catch2 testing framework
- Notify: Fall 2019
 - Created a multipurpose android application using Java that stores notes and photos.
 - Utilized built-in android libraries to implement a dialog and other functionality.

SKILLS & AWARDS:

Core Competencies: Node, Angular, Firebase, Java, C++, Python, R, SQL, Tableau, Adobe CC, REST API, Mobile app development, AWS, Git, Bootstrap, Visual Studio Code, JUnit, Catch2, SOLID principles, Jira, Agile

Honors/Awards: Dean's list 2019, 1st Place Winner of Knodemy Hackathon, Prize Winner at Los Altos Hackathon