

ASHAR FAROOQ

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Education

Massachusetts Institute of Technology

Sep. 2019 – June 2023

Bachelor of Science in Computer Science and Engineering

Cambridge, MA

Relevant Coursework

- Computer Systems
- Python Programming
- Computation Structures
- Software Construction
- Design of Algorithms
- Machine Learning
- Project Engineering

Experience

Uliza

June 2023 - August 2023

Software Engineering Intern

Cape Town, South Africa

- Leveraged advanced Python and Natural Language Processing techniques to craft 10 LSTM models, 14 CNN models, and other model combinations in order to detect local African languages from local audio files, resulting in a best testing accuracy of 99.7%.
- Collaborated with company leadership to produce efficient programs to turn hundreds of hours of human interviews in local vulnerable African languages, such as N|uu, into readable PDF, CSV, and XML formats along with implementing automated translated interview video subtitles for the preservation of near-extinct languages.

Flowcode

June 2022 – August 2022

Software Engineering Intern

New York, NY / Hybrid

- Steered the Activation Engineering Team in developing a revolutionary variant for a flagship product, resulting in a remarkable twofold increase in the conversion rate for college students engaging with Flowcode QR codes.
- Architected a cutting-edge feature enabling the dynamic showcase of the nearest print stores on a customizable map during the checkout phase of a Flowcode QR code, elevating user experience and providing customers with tailored printing options.

Memorang

February 2021 – August 2021

Software Engineering Intern

Remote

- Pioneered the development of an innovative Content Management System (CMS) tailored for Memorang's administrative users for the purpose of enhancing AI-driven educational learning.
- Championed Material Design principles to spearhead the development of a dynamic feature, intricately showcasing plans and bundles across various Memorang services. Collaboratively engaged in direct 1:1 collaboration with company engineers to ensure optimal design and functionality.

Projects

QuickChat | TypeScript, Vue, Heroku

November 2022 - December 2022

- Engineered an innovative chatting platform that revolutionizes user experience, offering hassle-free setup with no sign-in or sign-up requirements. Designed for swift deployment of temporary, time-constrained chatrooms over the web, providing unparalleled ease of use and accessibility.

CloudDude | React, MongoDB, Node

January 2022

- Conceptualized and brought to life a user-centric game allowing creation, publication, and play of custom levels, challenging players with dynamic obstacles and game objects.

FireRoad053 | Julia, Jump, Gurobi

May 2021

- Formulated a sophisticated scheduling system for MIT students, fostering optimal 4-year planning by integrating individual preferences and navigating real-life constraints within MIT's curriculum.

Skills

Programming Languages: Python, JavaScript, TypeScript, HTML, CSS, Basic Stata, Basic C++, Basic Java

Technologies/Frameworks: Git, React, Vue, Next.js, Django, MongoDB/Databases, Node, Vercel, Agile, Jest/Mocha Testing, REST API, UI/UX

Interpersonal Skills: Communication, Collaboration, Teamwork, Adaptability, Leadership, Presentation, Decision-Making

Extracurricular

Teaching Assistant

Spring 2021 – June 2023

MIT's Introductory Python Courses 6.100A, 6.100B, and 6.100L

- Mentored students in tackling advanced problem sets on programming fundamentals, including dynamic programming and recursion, while concurrently leading impactful office hours and instructing recitation sections.