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*

Massachusetts Institute of Technology   **Sep. 2024 – June 2025**
Master of Engineering in Electrical Engineering and Computer Science   *Cambridge, MA*

Relevant Coursework

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

Experience

Dispel   **February 2024 – Present**
Associate Full-Stack Software Engineer   *New York, NY / Remote*

- Pioneered the development of functional features related to the core Dispel product, including optimizing updating several key resources to handle tens of thousands of updates in a divide-and-conquer approach
- Closed more than 85 tickets to fix existing, new, reopened, and backlog bugs in the product architecture of Dispel, helping to eliminate all the major regressions in the core web and api product.

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.

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.

Skills

Programming Languages: Python, JavaScript, TypeScript, HTML, CSS, Basic Stata, Basic C++, Basic Java
Technologies/Frameworks: Git, React, Vue, Next.js, Django, MongoDB, postgreSQL, Node, Vercel, Agile, Jest/Mocha Testing, REST API, UI/UX, SQL
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.