FARRUKH RASOOL

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EDUCATION

Lahore University of Management Sciences
BS Computer Science (2017 – 2021)

Awards & Honors:
- Dean's Honor List 2019 - 2021
- Winning Team - Wallifornia MusicTech eSports International Hackathon 2020 (Hackathons International)

EXPERIENCE

Technical Content Engineer
Educative, Inc.
Apr 2021 – Present

- Lead course development from inception to launch, including project plan development, coordination with internal and external stakeholders, and collaboration with engineering teams for bug fixes or new feature requests.
- Researched, planned, and created interactive text-based hands-on programming assignments for engineering audiences.
- Reviewed and suggested edits to courses written by experts on the subject matter, ensuring editorial and technical quality standards were met.
- Working as a Technical Lead of a team from October 2021. Debugged and resolved their technical issue on a daily basis. Manage daily tasks assignments and create Docker environments for the team.
- Managed and proposed timelines for tasks completions. Mentored newly hired team members.
- Created a complete course on Coding Interview Preparation and coded 60+ algorithmic problems in Java and Python.

Research Assistant - Chisel Lab LUMS
Dr. Suleman Shahid (Assistant Professor in Computer Science LUMS)
Jan 2021 – Oct 2021

- Worked on Full Stack, React, and Redux based Web applications. Responsible for creating and maintaining WordPress websites.
- Responsible for creating UI designs in Figma.

SKILLS

Languages: Java, Python, C++, JavaScript, SQL

Tools and Frameworks: Git, Matlab, Unity3D, EasyAR, React, Redux, Google Cloud Platform, Django, Flask, Node.js, Firebase, MongoDB, CSS, Bootstrap, Figma

RESEARCH & PROJECTS

Art Vision
Feb 2021 – May 2021

- A platform that facilitates the users to transform their images into mosaics.
- Lead the team during the design phase and also led the team to develop the front-end in React. Collaborated with a team member to integrate the back-end with the front-end.
- Was also tasked to make deep learning models for photo mosaic in Python.

QuaRelief
Jul 2020 – Dec 2020

- Platform where people could anonymously chat with others on sensitive topics like Mental Health, Pornography etc. and to find resources for such topics in form of YouTube videos and internet articles.
- Was tasked with designing the UI in Figma and implementing it using Flutter and Firebase.
- Submitted for COVID Global Hackathon 2.0: Social and Mental health.

Safarnama
Sep 2020 – Dec 2020

- Educational AR-based virtual touring application to showcase the heritage and culture of Pakistan, using 3D exhibits, gamification, and periodic quizzes to improve spatial, visual, and story-based learning in children.
- Based on user research conducted through focus group discussions, interviews, surveys, and both low and high-fidelity prototyping conducted for the course Human-Computer Interaction.

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PianoTunesAR
Jul 2020

- AR-based mobile application developed to calibrate and project digitally recorded piano videos from YouTube over a physical piano to learn by direct mapping, increased spatial recognition, and hand-eye coordination.
- 1st Place (1,000€) - Wallifornia MusicTech Hackathon 2020 conducted by Hackathons International.

Co-Curricular Activities Management System LUMS
Apr 2020 - Jun 2020

- Complex web application made using MERN stack along with Redux and Material UI. Built for the Co-Curricular Activities Office at
- Lahore University of Management Sciences, featuring a completely customizable Task Manager with two types of tasks, a Form Maker with logical components, advanced Admin settings, a Request Panel for monitoring submitted requests, a Form Viewer, and a Society dashboard for submitting forms, all the components being highly interconnected through certain features.
- Collaborated in a team of five where I was tasked with implementing a customized Task Manager, similar to Trello, on the front-end, integrating the Task Manager specific, back-end APIs with the front-end. Co-developed a custom Form Maker and Form Viewer on the front-end.
- Met the client (CCA) to gather the system and design requirements, converting them into technical documents for development.

RationGhar
June 2020

- Web application built with React and Firebase to provide a platform that links non-government organizations to the underprivileged people.
- Worked in a team of two, where I was tasked with designing and building the front-end of the application.

Uncovering the trends in International Football Matches
Nov 2019 - Dec 2019

- The project focused on using Data Science techniques and the tools to analyze the data, taken from two data sets which contain the results of International Football matches.
- I was tasked with performing data cleaning on the given data sets and then later perform EDA to answer some intriguing questions related to Football.