

# Tahmid Khan

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## Education

### University of California San Diego

B.S Computer Science  
Minor in Mathematics

September 2015 – Present  
Major GPA: 3.83

## Coursework

Algorithms

Theory of Computation

C and Java Programming

Programming Languages

Discrete Mathematics

Software Tools and Techniques

Data Structures and Object-Oriented  
Programming

Computer Organization and System  
Programs

Math for Algorithms and System Analysis

Digital Components and Design

Advanced Data Structures

## Links

GitHub | <https://github.com/tahmidk>

LinkedIn | [www.linkedin.com/in/tahmidkhan](http://www.linkedin.com/in/tahmidkhan)

## Skills

### Programming

HTML, CSS, Javascript  
Python  
Java  
C, C#, and C++  
ARM Assembly  
OCaml  
Prolog  
Verilog HDL

### Statistics

R Statistical Programming

### Software

Git  
Android Studio  
R Studio  
Unity Game Engine and 3DSMax  
Quartus Prime  
ModelSim Altera

## Projects

### Unity Game Project – Modern Chess

2017 – Present | University of California San Diego

- Designed a fully function 3D Unity game using the Unity editor. Programmed object oriented and well-encapsulated scripts and game logic in C#. Worked with 3DSMax for basic game object designs
- Gained expertise in source control using GitHub

### Modular Mini-CPU FPGA Design

Summer 2017 | University of California San Diego

- Designed a digital circuit for the mini-CPU and programmed circuit into an FPGA using the Verilog HDL
- CPU takes an input at each clock cycle and parses the data and the instruction before completing the operation and returning the appropriate output

### Android Emoji Keyboard

2016 – 17 | University of California Los Angeles

- Programmed android keyboard with a button to insert emojis based on facial expression using Microsoft's cognitive recognition API in a team of 4.
- Gained collaborative source control experience using GitHub

### Java Game – Ultimate Tic-Tac-Toe

2015 – 16 | University of California San Diego

- Programmed a full-fledged multiplayer game complete with a menu, graphics and animations based heavily on the JavaFX library

## Experience

### Cyberphysical Systems Internship

Summer 2015 | University of California Irvine

- Worked under the guidance of Professor Mohammad Al Faruque
- Lab work, collaborate with graduate students in planning and design a demo for a smart house system