

# Will Farhat

469 California Terrace | (626) 361 3282 | [willf668@gmail.com](mailto:willf668@gmail.com) | [LinkedIn](#) | [Website](#) | [GitHub](#)

## Education

**Bachelors of Science, Computer Science**  
University of Southern California

**Graduating May 2025**

**High School Diploma**  
Harvard-Westlake High School

**June 2021**

4.43/3.89

## Skills

- C++, C#, Python, Java, JavaScript, Typescript
- Node.js, React, OpenCV, TensorFlow
- Git, Unity, Unreal Engine, AWS EC2/S3/Elastic Beanstalk, Docker/Kubernetes, GameMaker

## Work Experience

**Undergrad Research Fellow**

**August 2021 - Present**

[USC One World Terrain Project](#), Los Angeles, CA

- Working with the Department of Defense to map environments using deep learning and point cloud segmentation
- Researching existing solutions and performing comparison tests between different DL models
- Building artificial training data with Unreal Engine to further train our models
- Writing research papers on new advancements in photogrammetry and segmentation techniques

**Software Engineering Extern**

**February 2021 – May 2021**

[USC QED Research Lab](#), Los Angeles, CA

- Developed Multi-Modal Visualizer, a data visualization tool for medical researchers to analyze time-series sensor data
- Built with Python, React, the TIG Stack (Telegraf, InfluxDB, Grafana), and Kubernetes

**Freelance Full-Stack Developer**

**July 2020 – January 2021**

[Tiny Headed Kingdom](#), Studio City, CA

- Developed [Tiny Headed Game](#), a multiplayer video game for the company's Holiday 2020 marketing campaign
- Built with Node.js and PHP (backend), GameMaker Studio 2 (frontend), AWS (Hosting), and Firebase (DB)
- Managed CI/CD of the game's servers during the game's rollout; final product played by over 800 users

## Involvement

**Organizer and Instructor, [HW Inc](#)**

**November 2018 – June 2021**

- Co-led Harvard-Westlake's 45-person annual entrepreneurship camp for 3 years
- Taught workshops on competitive landscapes, branding, and MVP development
- During the Covid-19 Pandemic, designed an online hub for the camp, allowing participants and alumni to communicate through a multiplayer recreation of the school library

**Computer Science Mentor, [Leaders United for Change](#)**

**March 2020 – June 2021**

- Supervised online Python tutoring sessions through Zoom for over 50 middle school students
- Wrote and taught a 6-week summer program about Python, HTML, and ML to 60 students

## Projects

- [ReMotion](#) – 3D positional tracking software for game design
- [MMOMaker](#) – open-source MMO framework for GameMaker Studio 2
- [Coffeehouse](#) – WebRTC powered conference calling for music sharing and virtual jam sessions

## Honors/Awards

- USC CURVE Fellowship, 2021-2022
- Silver Medal, Scholastic Art & Writing Awards, 2020