

Will Farhat

Los Angeles, CA

willf668@gmail.com

(626) 361-3282

[GitHub](#)

willfarhat.com

Education

- **University of Southern California** – B.S. in Computer Science, May 2025
- **Harvard-Westlake High School** – Class of 2021, Honor Roll
- **BSA Troop 355** – Eagle Scout

Experience

- **USC One World Terrain** – Undergrad Research Fellow **August 2021 – Present**
 - Working with the Department of Defense through USC's Institute for Creative Technologies to prototype 3D terrain scanning techniques and long-term digital terrain storage
- **USC Rocket Propulsion Lab** – Undergrad Technician **August 2021 - Present**
 - Working on avionics and simulation software for the upcoming Domepiercer Rocket
- **USC QED Research Lab** - Software Engineering Intern **February 2021 – May 2021**
 - Designed **Multi-Modal Visualizer**, an open-source data visualization tool for medical researchers to collect and analyze time-series data from multiple sensor streams
 - Used Python, React, and the TIG Stack (Telegraf, InfluxDB, and Grafana), all deployed with Kubernetes
- **Tiny Headed Kingdom** – Freelance Full-Stack Developer **July 2020 – January 2021**
 - Developed **Tiny Headed Game**, a multiplayer video game for stuffed animal company Tiny Headed Kingdom; final game played by 800+ unique users
 - Built with Node.js and PHP (backend), GameMaker Studio 2 (frontend), and AWS (DB/Hosting)
- **HW Inc** – Organizer and Instructor **November 2018 – June 2021**
 - Organized and taught classes at Harvard-Westlake's 45-person entrepreneurship camp
 - Designed an online video game hub called **Inc Life** for the camp during the Covid-19 Pandemic; enabled participants and alumni to communicate through a virtual recreation of the school library
- **Leaders United for Change** - Computer Science Mentor **March 2020 – June 2021**
 - Supervised online Python tutoring sessions through Zoom for over 50 middle school students
 - Wrote and taught 3 online 20-person summer camps about Python, HTML, and ML

Skills + Projects

- **Tools** – Git, Unity, Unreal, AWS EC2/S3/Elastic Beanstalk, Firebase, Docker/Kubernetes, GameMaker
- Languages and Frameworks
 - **Python, OpenCV, TensorFlow** **5 years**
 - **ReMotion** – 3D body tracking software
 - **FreehandVR** – VR hand tracking software
 - **C++, C#** **4 years**
 - **Outset** – a nonlinear 2D platformer that I've been working on since August 2017
 - **MMOMaker** – open-source MMO framework for GameMaker Studio 2
 - **Java** **3 years**
 - Solutions for PicoCTF 2019-2021, Advent of Code 2018-2020
 - **HTML, CSS, JavaScript/TypeScript, React, Node.js** **2 years**
 - **willfarhat.com** – personal website hosted on a Raspberry Pi webserver at my home
 - **Coffeehouse** – WebRTC powered conference calling for music sharing and virtual jam sessions