Abby Farhat

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EDUCATION

University of Southern California Los Angeles, CA
Bachelor of Science in Computer Science and Games, Minor in Cinematic Arts *Aug. 2021 – May 2025*
Town & Gown Scholar, Tau Beta Pi, CURVE Research Fellow, Dean's List *3.98 GPA*

Harvard-Westlake High School Studio City, CA
High School Diploma *Aug. 2017 – May 2021*

EXPERIENCE

Software Engineering Intern May 2023 – August 2023
Bloomberg LP *New York City, NY*
- Rebuilt feature article rendering on Bloomberg.com with Next.js/TypeScript; reached 50 million monthly users
- Designed a web optimization plugin for all Bloomberg.com frontend apps; decreased client load by up to 20%
- Experimented with a novel JavaScript deferral system and presented findings to an audience of 150+ engineers

Software Engineer February 2022 – May 2023
BodyAI *Los Angeles, CA*
- Led development of 2 full stack medical monitoring apps with TypeScript, React Native, Node.js, and Firebase
- Oversaw CI/CD pipelines with GitHub Actions and Heroku for deployment to 3 concurrent platform targets
- Collaborated with a SCRUM team across 2 continents to rapidly ideate and iterate on the core product

Software Engineering Intern May 2022 – August 2022
Bloomberg LP *New York City, NY*
- Rebuilt the entire Bloomberg Businessweek homepage in Next.js/TypeScript; used by 10 million monthly users
- Architected a new hydration system for Bloomberg News data; currently deployed across 4 microservices
- Assisted in onboarding 3 new hires to the Bloomberg web team and walked them through our codebases

Terrain Team Co-Lead and Engineer January 2022 – August 2022
NASA SUITS Team Aegis *Los Angeles, CA*
- Served as a team lead of a 70-person group selected by NASA to build a concept HoloLens AR HUD for moonwalks
- Implemented data processing and visualization pipelines for 17km of Lunar terrain with Python, C#, and Unity
- Pitched our finished prototype directly to a panel of 30 NASA officials and scientists at Houston Space Center

Undergrad Research Fellow August 2021 – May 2022
USC Institute for Creative Technologies *Playa Vista, CA*
- Developed a data augmentation tool with CUDA, Python, and Linux; expanded training data by up to 10x
- Researched and benchmarked 8 new machine learning techniques for 3D point cloud segmentation

Software Engineering Extern February 2021 – May 2021
USC Quantitative Evaluation and Design Group *Los Angeles, CA*
- Led development of a visualization tool for medical time-series data with Python; delivered product in 5 weeks
- Configured automated deployment with Docker and Kubernetes for use in 2 research labs

INVOLVEMENT

Keepsake | *Co-Founder and Lead Engineer* August 2022 – Present
- Building and launching an end of life planning tool for families with Next.js, TypeScript, MongoDB, and AWS
- Pitched company successfully to 2 accelerator programs, investors, and the AWS Startups team

Last Broadcast | *Lead Engineer* September 2022 – July 2023
- Architecting the codebase for a C# Unity game across a 15-sprint development cycle
- Enabling and assisting over 25 designers and artists with integrating their work into the final game

PROJECTS

Junebug: Open-source multiplatform game engine. C++, CMake, OpenGL
USC Games Database: Student-run database for games projects. Next.js, TypeScript, TailwindCSS, Firebase, AWS
Writus: Mobile word game published on iOS; winner of HackSC 2022. React, JavaScript, GameMaker
Freehand VR: Marker-less VR hand-tracking prototype. Python, OpenCV, C#, Unity
Refresh Plasmoid: Open-source toolbar plugin to change screen refresh rate in KDE Linux. QT, QML, JavaScript