

# Will Farhat

626-361-3282 | [willf668@gmail.com](mailto:willf668@gmail.com) | [linkedin.com/in/will-farhat](https://www.linkedin.com/in/will-farhat) | [github.com/wakeupinear](https://github.com/wakeupinear)

## EDUCATION

### University of Southern California

*Bachelor of Arts in Computer Science and Games, Minor in Cinematic Arts*

*Town and Gown Scholar, Trojan Affiliates Scholar, CURVE Research Fellow, Dean's List*

Los Angeles, CA

Aug. 2021 – May 2025

3.98 GPA

### Harvard-Westlake High School

*High School Diploma*

Studio City, CA

Aug. 2017 – June 2021

## EXPERIENCE

### Software Engineering Intern

*Bloomberg LP*

May 2023 – Present

*New York City, NY*

- Architecting a new article rendering pipeline on Bloomberg.com with Next.js/TypeScript for 50 million users
- Deploying web optimization strategies and increasing frontend performance by 25%
- Supporting 4 fellow engineers in their expansion of my previously created hydration system across entire site

### Software Engineer

*BodyAI*

February 2022 – May 2023

*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

*Bloomberg LP*

May 2022 – August 2022

*New York City, NY*

- Rebuilt the entire Bloomberg Businessweek homepage in Next.js/TypeScript for use by 10 million monthly users
- Designed a new homepage hydration system for Bloomberg.com deployed across 4 microservices
- Assisted in onboarding 3 new hires to the Bloomberg web team and walked them through our codebases

### Terrain Team Lead and Engineer

*NASA SUITS Team Aegis*

January 2022 – August 2022

*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

*USC One World Terrain Project*

August 2021 – May 2022

*Los Angeles, CA*

- Developed a Linux-based data tool using CUDA and Python to 3x machine learning dataset coverage
- Researched and benchmarked 8 new machine learning techniques for 3D point cloud segmentation
- Constructed 3 point cloud datasets for open-source usage

### Software Engineering Extern

*USC QED Research Lab*

February 2021 – May 2021

*Studio City, CA*

- Led development of a Python visualization tool for medical time-series data in 5 weeks
- Configured automated deployment with Docker and Kubernetes for use by 2 research labs

## INVOLVEMENT

### Legacy | Co-Founder and Lead Developer

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 – Present

- 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 game multiplatform game engine. C++, CMake, OpenGL

**USC Games DB:** 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

**FreehandVR:** Marker-less VR hand-tracking prototype. Python, OpenCV, C#, Unity