# Will Farhat – Resume

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### 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 QED Research Lab](https://qed.usc.edu/) - Software Engineering Intern, *February 2021 – June 2021*
  + Designed [Multi-Modal Visualizer](https://github.com/QED-Sensor-Visualizer/qed-sensor-webapp), an automated data visualization tool for medical researchers to collect and analyze time-series data from different sensor streams
  + Using Python, ReactJS, and the TIG Stack (Telegraf, InfluxDB, and Grafana) deployed with Kubernetes
* [Tiny Headed Kingdom](https://tinyheadedkingdom.com/) – Fullstack Developer, *June 2020 – February 2021*
  + Programmed [Tiny Headed Game](http://www.thkgame.com), a cross-platform multiplayer video game for Tiny Headed Kingdom, an LA-based stuffed animal and merchandise startup
  + Responsibilities included backend programming in NodeJS and PHP, frontend programming in GameMaker Studio 2, database and server deployment on AWS, and all in-game UI and art design for the game
* [HW Inc](https://www.inc.hw.com/) – Organizer and Instructor, *November 2018 – June 2021*
  + Managed tech and operations at Harvard-Westlake’s entrepreneurship summer camp
  + Teaching entrepreneurship lessons about competitive landscapes, branding, and
  + Designed an online video game hub called [Inc Life](http://www.willfarhat.com/inclife/) 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](https://leadersunitedforchange.org/) - Computer Science Mentor, *March 2020 – August 2021* 
  + Supervising online Python tutoring sessions through Zoom for underprivileged middle school students
  + Wrote and taught an online 40-person summer camp on CS. Topics included Python, HTML, Machine Learning, and Hardware Design
* [Coding With Will](https://willfarhat.com/coding/) – Founder, *April 2021 – Present*
  + Computer Science tutoring business bringing 1-on-1 project-based learning to middle school students

### Skills + Projects

* Environments – Ubuntu/Kali Linux, Windows, MacOS
* Tools – Git, Unity, AWS EC2/S3/Elastic Beanstalk, Firebase, Docker/Kubernetes, GameMaker
* Languages and Frameworks
  + Python, OpenCV, TensorFlow
    - [ReMotion](https://docs.google.com/presentation/d/1peyDdFdO-PX4OWXvgIV0yTC6snX3P-mz8nkTCC_MoaY/edit?usp=sharing) – 3D body tracking software
    - [MultiModal Visualizer](https://github.com/QED-Sensor-Visualizer/qed-sensor-webapp) – parse CSV data to upload to InfluxDB
  + C++, C#
    - [Outset](http://www.willfarhat.com/outset/) – a nonlinear 2D platformer that I’ve been working on since August 2017
    - [Companion](https://willf668.itch.io/com) – an out-of-control RPG made in 48 hours for the GMTK Jam 2020
    - [FreehandVR](https://docs.google.com/presentation/d/137UCDOzPDin8n-XMrszZqyXMkZ7fOd4xSEfIhD5BCd4/edit?usp=sharing) – VR hand tracking software
    - [MMOMaker](https://github.com/willf668/MMOMaker) – open-source MMO framework for GameMaker Studio 2.3
  + Java
    - Solutions for PicoCTF 2019-2021, Advent of Code 2018-2020
    - Data Structures and Algorithm studies for *AP Computer Science A* and Leetcode
  + HTML, CSS, Javascript/Typescript, ReactJS, NodeJS
    - [willfarhat.com](http://willfarhat.com) – personal website hosted on a Raspberry Pi webserver at my home
    - [Coffeehouse](https://cfe.house/) – WebRTC powered conference calling for music sharing and virtual jam sessions