Abby Farhat

626-361-3282 | abbysfarhat@gmail.com | linkedin.com/in/abby-farhat | github.com/wakeupingear | abbyfarhat.com

EDUCATION

University of Southern California — Los Angeles, CA
Bachelor of Science in Computer Science and Games, Minor in Cinematic Arts — *Aug. 2021 – May 2025*
Masters of Science in Computer Science — *Aug. 2024 – May 2025*
CURVE ML Research Fellow, Tau Beta Pi Treasurer, Town & Gown Scholar, 6x Dean's List — *3.96 GPA*

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

EXPERIENCE

Software Engineering Intern — June 2024 – Present
Bloomberg LP — *New York City, NY*
- Designed a system for adding interactive A11Y data to the HTML Canvas with JS; deployed to 350,000 users
- Drafting a TC39 Proposal to add my system to ARIA; working with 3 ECMA contributors from Google & Igalia

Software Engineering Intern — May 2023 – August 2023
Bloomberg LP — *New York City, NY*
- Built Bloomberg.com's Featured Article pipeline with Next.js/TypeScript, deployed to 50 million+ monthly users
- Developed a JavaScript deferral system for all Bloomberg.com frontend apps; decreased client load by up to 25%

Software Engineer — February 2022 – May 2023
BodyAI — *Remote - Tel Aviv, Israel*
- Led development of a machine-learning diabetes tracking app with Python, R, React Native, and Node.js
- Oversaw CI/CD devops with GitHub Actions and Jenkins for deployment to 3 concurrent platform targets

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 publicly to 4 public websites

Terrain Team Co-Lead and ML 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
- Demoed our Python, Unity, and C# lunar AR visualization pipeline to 30 scientists at Houston Space Center

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

INVOLVEMENT

The WereCleaner | *Mobile Engineering Lead and Marketing Lead* — July 2023 – Present
- Organized all marketing, reaching 500,000+ players and generating 50 million+ impressions on a $0 budget
- Led porting of Unity C# codebase to iOS/Swift; selected by Apple as Game of the Day & New Game of the Week

DuoQ | *AI Engineer and Marketing Lead* — April 2024 – Present
- Fine-tuning a 4-billion parameter LLM for an experimental project about game playing with an AI partner
- Building internal tools for LLM steering and evaluation with Python, LangChain, C++, and Unreal Engine

Keepsake | *Co-Founder and Lead Engineer* — August 2022 – March 2024
- Ran a 6-person dev team building estate management software with Next.js, TypeScript, MongoDB, and AWS
- Won 3 grants from AWS Startups, Troy Labs, New Venture Seed Competition; interviewed by Y Combinator

PROJECTS

Junebug: Open-source multiplatform game engine. C++, CMake, OpenGL
Freehand VR: Marker-less VR hand-tracking prototype. Python, OpenCV, C#, Unity
USC Games Database: Student-run database for games projects. Next.js, TypeScript, TailwindCSS, Firebase, AWS
Writus: Mobile word game published on web; winner of HackSC 2022. React, TypeScript, GameMaker