

# Faran Meshinchi

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## EDUCATION

**Michigan State University** | East Lansing, MI

2019 - 2023

- **Major:** Bachelor of Science, Computer Science | **Minor:** Mathematics
- **GPA:** 3.95
- **Honors:** Dean's List, 2019-2023
- **Coursework:** Object-Oriented Software Development, Algorithm Engineering, Computer Networks, Machine Learning, Computer Organization and Architecture, Linear Algebra

## SKILLS

**Languages:** C++; C#; Python; SQL; JavaScript; HTML & CSS

**Software:** Microsoft Office; Autodesk Inventor; AutoCAD; Fusion360; Unity

**Frameworks and Other:** Linux; Git; ROS; React; Node.js; Microsoft Azure; Jupyter Notebook

## WORK EXPERIENCE

**Student Technical Assistant** | Facility for Rare Isotope Beams | East Lansing, MI

Oct 2022 – Apr 2023

- Collaborated with engineers to diagnose and resolve integration issues between CAD and PDM software by replicating reported problems and testing potential solutions.
- Devised automation scripts using Windows Forms applications (VB.NET) to streamline the expansion process of the in-house fastener library, resulting in the efficient generation of 1000s of fastener parts.

**Software Development Engineer Intern** | Amazon.com Inc. | Seattle, WA

May – Aug 2022

- Developed a feature for the Alexa mobile app by modifying UI elements and existing APIs to improve the customer experience.
- Coordinated with team members and other developers during implementation and leveraged the collective knowledge to revise project-related changes during code reviews.
- Wrote 15+ unit tests using a mock framework and conducted further functionality verification using integration tests and internal APIs.
- Created documentation on the high-level operation of the feature, and a guide on testing-environment setup necessary for any future related work.

## ACTIVITIES

**Programmer** | CANVAS Student Organized Autonomous Research

Oct 2020 – Dec 2021

- Devised scripts for an autonomous vehicle which helped achieve level 4 autonomy for the 2021 SAE AutoDrive Challenge by providing HD map parsing and path planning functionality.
- Met weekly with the team to discuss progress and set milestones by planning for 6-week interval software demonstrations and presenting to the team sponsor.

## PROJECTS

**Multiplayer Action Video Game**

May 2023 – Present

- Engineered and executed the development of a dynamic vehicular-combat action game, accommodating up to 4 players, featuring seamless real-time network synchronization through the Unity game engine and scripting API.
- Implemented multiplayer functionalities with integration of the Steamworks SDK, to enable features such as invitations and matchmaking, enhancing the game's accessibility for users on the Steam platform.

**Arduino Autonomous Car**

Jul – Aug 2021

- Designed, constructed, and programmed an RC-styled robotic car to navigate a controlled environment; utilized 3 types of sensors to determine the appropriate speed and heading at each program-loop iteration.