

# Abdul-Rahman Sayed

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## EDUCATION

Georgia Institute of Technology, Atlanta, GA — *B.S. in Computer Science*

Threads: Intelligence and Media

Awards: Graduation with Honors, Dean's List

2020 - 2024

GPA: 3.34 / 4.00

## WORK EXPERIENCE

### ProAutomated

#### Lead Field Service Engineer

Atlanta, GA

February 2025 - Present

- Controls Commissioning & Coding: Implements and commissions complex control systems in QTS data centers, including PLC programming, EPMS/BMS functional testing, and network and Ignition troubleshooting to ensure seamless device communication for Microsoft and Meta systems.
- Debugging & Optimization: Analyzes and resolves software bugs in control systems, optimizing network configurations and automation logic for peak performance.
- Training and Leading: Trained new field service engineers for EPMS/BMS functional testing and organized and worked with managers and on-site energy marshals to meet site-wide deadlines.

### Invisible Technologies

#### Advanced AI Trainer Software Developer - Contractor

Remote

February 2024 - February 2025

- Prompt Engineering: Analyzed and collaborated with the client's LLM systems and API to identify hallucinations in their models' responses, and write and code those solutions in place of the faulty responses.
- Coding-Focused Hallucinations: Conduct rigorous analyses to assess the client's AI model accuracy, resilience, and safety by actively identifying and documenting hallucinations in Java, Typescript, Javascript, HTML, XML, and Python-related prompts, and recommending improvements for enhanced performance.

### MessageGears

#### Software Development Lead Intern

Atlanta, GA

May 2023 - August 2023

#### Software Development Intern

May 2022 - August 2022

- Full-Stack Portal Development: Contributed to a full-stack production portal delivering sales intelligence and engagement services.
- User Stories and Bug Fixes: Completed 27 team-assigned user stories across the company's main product using CI/CD. Resolved over 15 bugs, enhancing the reliability of data tables and user state management.
- Front-End Enhancements: Streamlined UI elements in a Single Page Application (SPA) using Angular. Converted 2 JSP pages to enhance user experience.
- QA Automation and Back-End Work: Conducted comprehensive QA automation tests (Cypress, Selenium, view, unit, REST-API) for each story. Modified data types, created back-end components in Java, and adjusted database tables using SQL scripts.
- Internship Leadership and Program Improvement: Mentored interns during onboarding, story development, and sprint planning. Prioritized and documented stories that product management gave to interns, contributing to a 96% improvement in the summer internship program from the previous summer's program.

### Georgia Institute of Technology

#### Objects and Design (CS 2340) Undergraduate Teaching Assistant

Atlanta, GA

January 2023 - December 2023

- Teaching and Curriculum Development: Instructed over 200 students per semester in object-oriented programming and AGILE methodologies. Developed lecture content on Git/Github usage and logic, including custom lecture slides.
- Administrative Contributions: Collaborated on project descriptions and requirements for term projects. Engaged in staff meetings to discuss curriculum enhancements and student assessments.

## PROJECTS

### Artificial Neural Intelligence Machine Entity

September 2022 - December 2022

- Machine Learning Model: Collaborated in a team of 4 to build a Python-based machine learning model using Tensorflow and Pytorch. The model colorized and upscaled low-resolution black-and-white face images.
- Generative Adversarial Network (GAN): Utilized a GAN to reconstruct images from downscaled and de-colored datasets. Ground-truth images were derived from the original dataset.

### Interactive Parallel Coordinate Plot

December 2022

- Interactive Parallel Coordinate Plot: Developed a data visualization solution, an interactive parallel coordinate plot, using D3.js, HTML, SVG, and CSS. Utilized a given CSV data file as input for constructing the plot.
- User-Driven Data Manipulation: Implemented data filtering and manipulation based on user input. The parallel coordinate plot dynamically responds to user interactions.

### Labaretto Game

August 2023 - December 2023

- Game Development: Managed a 3D Unity game using AGILE practices. Completed a dungeon adventure puzzle game in C#.
- Programming Enhancements: Implemented a responsive gun pickup and hitscan firing system. Developed dynamic item pick-up functionality with highlights and expanded player state machine.

## TECHNICAL SKILLS

**Mastered Concepts:** Object-Oriented Design, Agile Development Process, Scrum Development Process, Data Structures, Algorithms, Artificial Intelligence, Dynamic Programming, and Machine Learning (Pytorch and Tensorflow). Knowledge-Based AI, Game AI, Computer Vision, SIEM basics, EDR fundamentals

**Programming Languages:** Front-end: JavaScript (React, Angular, Vue.js, p5.js, D3.js, Jasmine), Typescript, HTML, CSS, RESTful APIs, and web service protocols. Back-end: Python (Anaconda), Java (JavaFX, TestFX), Node.js, C#. GL Shading Language, OpenGL, JSON, Unity Game Engine.

**Databases:** Relational databases: SQL (MySQL). NoSQL databases: MongoDB.

**Testing and Tools:** Unit testing (Mockito), integration testing, and end-to-end testing. Atlassian (Jira and Confluence), Cypress, Selenium, Git, GitHub, Bitbucket, Ignition.