Ashir Rashid

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WORK EXPERIENCE

New York University Abu Dhabi   Abu Dhabi, UAE
Deep Learning Research Assistant   *May. 2023 - Present*
- Implemented a state-of-the-art quantization framework for **Deep Neural Networks** including **Large Language Models** to make them energy and memory efficiency.
- Utilized **Reinforcement Learning** to search for the optimal quantization configurations.
- Extended the **HAQ open source** code base with custom quantization algorithm implementations.

Gantom Lighting & Controls   California, US
Full Stack Engineer   *Jan. 2022 - July 2023*
- Developed an accessible interactive web application using **Godot Game Engine** at the front-end and **Django (Python)** at the backend.
- Iterated on the **UI/UX** design with a UI/UX designer using **Figma**, accounting for user feedback.
- Deployed the application on **Google App Engine** on **Google Cloud Platform**.
- Collaborated with marketing, engineering, software development and UI/UX design teams on **Asana** and **Github**.
- Designed and deployed a **Firestore database**.

TwoSnowflakes   Zurich, Switzerland
Godot programmer for a game prototype   *Dec. 2021 - Feb. 2022*
- Developed prototypes for a game development studio using **Godot Game Engine** to test game ideas.
- Collaborate with other developers and manage the project through **Github**.
- Produced mockups for UI using **Figma**.

OPEN-SOURCE EXPERIENCE

Learn-GDScript
Open-source educational web app made using Godot   *Dec. 2021 - Feb. 2022*
- Worked on an active issue in the **Learn-GDScript open source** project.
- Collaborated with the maintainers of the project.
- Developed a system in **Godot** to allow the user to reset tutorial examples with the click of a button.

IntelOwl
Open-source OSINT solution to get threat intelligence data   *Jan. 2023 - Present*
- Integrated the **CheckPhish API** in the application for anti-phishing threat-detection.
- Fixed a front-end bug caused by faulty interaction between the **React (JavaScript/TypeScript)** frontend and the **Django (Python)** backend.
- Added support for the new information sharing standard (TLP v2.0) while maintaining backwards compatibility.

PERSONAL PROJECTS

Source code for these project is public on my Github
- [Beads 12](#): A published **Godot** board game with **AI** using the Minimax algorithm.
- [P2P File Sharing](#): A **Python** app using **sockets** to transfer files using a network of peers.
- [Flashcards CLI](#): Flashcard **Python** app using the Notion **API**.
- [Ruins](#): A published **Godot** game with **shaders** and physics.
- [Pulse](#): Algorithm Design for a lightning effect in games implemented in **GDScript**.
- [Animations](#): Published math animations programmatically generated using **Python**.
- [Gaming Mice Web Crawler](#): A **Python** scrapy web-crawler scraping data from a multi-page query result.

SKILLS & INTERESTS

Skills: JavaScript, TypeScript, Python, GDScript, TypeScript, bash, Emacs Lisp, C++, C, SQL, HTML, XML, Google Cloud Platform, Django, React, Scrapy, BeautifulSoup, Firestore, WebAssembly, Godot Game Engine

EDUCATION

New York University Abu Dhabi   **Abu Dhabi, UAE**
Bachelor's in Computer Science   *Graduation Date: May 2026*