

# Ayman Mahfuz

512-705-8897 | [ayman.afeef@gmail.com](mailto:ayman.afeef@gmail.com) | [linkedin.com/in/aymanmahfuz](https://www.linkedin.com/in/aymanmahfuz) | [aymanmahfuzportfolio.com](https://aymanmahfuzportfolio.com)

## EDUCATION

### The University of Texas at Austin

Austin, TX

*Bachelor of Science in Computer Science, Concentration in AI and ML*

Aug 2023 - May 2027

- **Courses:** HPC, NLP, Visual Generative Computing, Data Structures, Computer Architecture, Algorithms
- **GPA:** 3.4/4.0

## SKILLS

**Languages:** Python, C++, C, JavaScript, TypeScript, SQL, Java, HTML/CSS

**Systems/Tools:** System Design, Distributed Systems, Multi-threading, Concurrency, Docker, Linux, Git, AWS, GCP

**Frameworks/Libraries:** React.js, Flask, Django, FastAPI, REST APIs, OAuth/JWT, Pandas, Numpy

**ML/AI:** PyTorch, TensorFlow, Transformers, LLMs, Reinforcement Learning (PPO, MAPPO)

## EXPERIENCE

### Arm

May 2025 – Present

*ML Research Engineer Intern*

- Engineered a modular, high-performance, ML-driven Bayesian optimization platform (Python) automating 10,000+ hours of CPU/memory stress tests; achieved 99.8th-percentile coverage using less than 1% of test cases and accelerated failure discovery.
- Presented tool to SVP and directors, collaborated across firmware/validation teams, authored 1,400+ lines of documentation, and conducted code reviews to ensure reliability, maintainability, and adoption of the platform.

### The University of Texas at Austin - AI Lab, Texas Robotics

Jan 2025 – Present

*Undergraduate Research Assistant*

- Optimized a 400K+ LOC C++ simulator and training stack; cutting RL training time 67% via profiling, memory tuning, and early-termination heuristics.
- Scaled curriculum training to 5M+ episodes with reproducible GPU configs and CI/CD testing pipelines; tuned sim-to-real parameters to boost on-robot reliability.
- Deployed hierarchical multi-agent policies (dribble, pass, shoot, defend) on NAO robots, securing a 3rd place finish globally at RoboCup 2025 SPL.

### The University of Texas at Austin - Center for Media Engagement

Aug 2023 – May 2025

*Software Engineer, Undergraduate Research Assistant*

- Designed from the ground up a scalable full-stack research platform: three React web application games tied to a Flask backend with a round-robin game assigner, Firebase logging of every participant action, and dashboards for rapid data analysis; supported 1,000+ participants with 99.99% uptime.
- Engineered ETL pipelines and cron-based scrapers that ingested and organized a 250M+ row dataset into GCP BigQuery, enabling efficient queries and domain/content-level analysis.
- Built and fine-tuned BERT/LLM classifiers (clickbait, story detection, sentiment, entity recognition) and deployed them behind Flask REST APIs with logging/error handling for reliable study use.

### The University of Texas at Austin - Oden Institute

Aug 2023 – Jan 2025

*Undergraduate Research Assistant*

- Engineered a high-throughput 3D MRI segmentation pipeline on TACC H100 GPUs with Apptainer/SLURM; improved Dice score +12% while maintaining throughput.
- Benchmarked CNN/Transformer variants across 1,000+ scans; resolved mixed-precision, I/O, and memory bottlenecks; wrote reproducible training scripts and configs.

### Lockheed Martin

Jun 2022 – Oct 2022

*Software Engineering Intern*

- Built JavaScript tooling to deduplicate asset records in internal CRM systems, improving data integrity and streamlining reporting across departments.

## PROJECTS

### Inkwell: Youtube for Books | *Django, React, PostgreSQL, Docker*

- Founded and architected a scalable web development platform (React/Django); built 50+ REST endpoints with performant, industry-standard code; designed intuitive UIs and authentication systems deployed on AWS.

### InReach | *React, Flask, OpenAI*

- Built a full-stack platform (React + Flask) leveraging LLMs (GPT APIs) to automate cold outreach—generating personalized emails used by 200+ users.