SOLAIMAN JAWAD

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SKILLS

- · Experienced with C, C++, JavaScript, Python, Node, Golang, Git, Terraform, Scheme, SQL, Bash
- · Interested in systems design, backend engineering, infrastructure, machine learning and data engineering

WORK EXPERIENCE

Intelerad Medical Systems

Sept – Dec '19

Software Developer (Machine Learning/Infrastructure)

Toronto, ON

- · Worked on image recognition initiatives for Intelerad's image viewer suite, cloud deployment, and more
- · Improved X-ray hanging protocol by developing neural network architecture to classify viewing angles
- \cdot Implemented and configured a variation of <u>YoloV3</u> for object detection of vertebrae in the spinal column
- · Updated image parsing tools to utilize better pixel mapping algorithms, improving throughput by 45%
- · Built scalable, fault-tolerant training and inference pipelines for multiple projects using AWS Terraform

The Co-Operators

Jan - Apr '19

Innovation Developer (Web Development)

Kitchener, ON

- · Built a quote generating chatbot that enacts dialogue and concurrently parses data from documents
- · Incorporated search by relevance functionality in the question and form tree of a hiring program
- · Constructed a REST API to help implement bug trackers for several projects and connect them to Jira

BRAC University

Jun – Jul '16

Data Analyst Intern

Dhaka, BD

- · Updated decision tree classifiers for a prediction model of academic success of currently enrolled students
- · Evaluated results of analysis based on the response of quizzes, questionnaires, and student profiles

PROJECTS

pathfinder

qit.io/JvUHk

- · Built a program that generates mazes and displays the performance of different pathfinding algorithms
- · Uses a randomised version of Prim's algorithm to generate mazes with minimal dead ends

bigRSA

qit.io/vNO7D

- · Designed a program that uses the RSA cryptosystem to generate keys to encrypt and decrypt messages
- · Optimised the program to quickly generate and use 600 bit numbers for encryption

Biquadris

qit.io/fjoeS

- · Developed a turn-based Tetris game, complete with difficulty levels, greedy hinting, and a Xlib display
- \cdot Built under the object-oriented paradigm, supporting multiple design patterns and rotation algorithms

restTorrent

qit.io/fjsVG

· Constructed a REST API that uses bencode URLs to track peers based on seed ratio and download files

Check out fzySearch (Edit Distance Spellchecker), ANeuralNet, go-workerpool and more on Github

EDUCATION

University of Waterloo

Sept '17 – Sept '22 (expected)

Computational Mathematics and Combinatorics & Optimization, Joint Major

· StarterHacks (2018), UW Data Science Club, President's Scholar (95th percentile admission average)