SOLAIMAN JAWAD

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SKILLS

- · Experienced with C, C++, JavaScript, Python, Go, Node, Git, Scheme, SQL, Django, Bash
- · Interested in infrastructure, systems design, backend, web development, embedded systems, robotics

WORK EXPERIENCE

Intelerad Medical Systems

Sept – Dec '19

 $Software\ Developer\ (ML/Infrastructure)$

Toronto, ON

- \cdot Developed and evaluated multiple neural network architectures to classify hanging protocols in chest X-rays, achieving an 88% F1 score on the classification of various anterior and lateral viewing angles
- · Implemented and configured a variation of <u>YoloV3</u> for object detection of vertebrae in the spinal column
- · Built cloud backends for the training and inference of models for multiple projects using AWS Terraform
- · Co-authored two research abstracts on deep learning submitted to SIIM 2020 by the Innovation Lab

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

 ${\it path finder} \hspace{2cm} {\it git.io/JvUHk}$

- · 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 git.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

 ${\it Biquadris} \hspace{2cm} {\it git.io/fjoeS}$

- · Developed a turn-based Tetris game, complete with difficulty levels, greedy hinting, and a Xlib display
- · 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

Candidate for Bachelors of Mathematics, Honours

- · Joint Major in Computational Mathematics and Combinatorics & Optimization
- · StarterHacks (2018), UW Data Science Club, President's Scholarship (95th percentile admission average)