Mugared Khalifa

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EDUCATION

• University of California Irvine | Bachelor of Science in Computer Science and Engineering.

Sept. 2017 – Jun. 2021

- Cumulative GPA: 3.87/4.0. Cum Laude.

• University of California Irvine | Master of Science in Computer Science.

Expected Jun. 2023

- Coursework: Introduction to AI, Machine Learning, Scientific Computing, Probabilistic Learning.

EXPERIENCE

• Software Engineer Co-Op – Skyworks Inc.

Jun. 2021 – Present

- Researched and architected services on Azure for storing and retrieving attachments on the cloud for multiple applications.
 - Augmented an Azure Function API to add more file operations and optimized it to decrease its runtime cost by 50%.
 - Created a migration utility for three applications to migrate 500K+ files for each.
 - Retrofitted 3 custom .NET web applications to use Azure Storage for uploading attachments to improve disaster recovery.
 - Developed a client library to abstract using the attachments API for file operations for the ease of use by clients.
 - Automated Storage container deployment using PowerShell scripts and XML files to decreases hands-on deployment time to a click.

• Software Engineer Intern – Bridge Diagnostics

Jan. 2021 – April. 2021

- Automated workflows using Azure tools and wrote backend programs for MS SQL for frontend use.
 - Used Power Automate Flows to parse CSV and XLSX files using Pandas to add their data to the corresponding MS SQL database.
 - Created a web scraping app using Selenium running on an Azure function to produce a list of unprocessed orders for our sales team.
 - Adjusted an automation flow to add an approval process from our VP sales team before processing an order request.
 - Developed an order management system using MS Forms and Lists used for internal supply chain management.

• Software Engineer - Vena Vitals

July. 2020 - April. 2021

- Collaborated on developing a Blood Pressure monitoring device.
 - Increased the update rate of a Python Desktop app used for graphing by a factor of 5 times by tuning the graph update method.
 - Added a BLE backend to an iOS app in Swift to connect to a custom PCB and retrieve data from it to be graphed in real time.
 - Amended nRF firmware in C using ARM Cortex-M4 architecture to support additional PCB sensors by multiplexing via I2C.

Extracurriculars

• Professional Development Events Planner

Dec. 2019 – Jun 2021

- Professional events planner for IEEE-Eta Kappa Nu.
 - Plan and facilitate professional events centered around career development for 50 students in our chapter.

• UCI Engineering Conference Co-Chair

Feb. 2020

- Volunteered to lead the Electrical Engineering and Computer Science subcommittee.
 - Guided and motivated twenty-four participants through their design report during the initial stages of the conference.

• UCI Engineering Conference

Feb. 2019

- Succeeded in leading a team to build a concept for a Sky Farm and won first place.
- Created a concept from scratch for a self-sustainable vertical farm to increase farming's efficiency in three days.

Projects

• Embedded Systems Engineer - HyperXite at UCI

June. 2020 - Jun 2021

- Research and architect the embedded system and software of our pod for the SpaceX Hyperloop competition.
- Researched and chose microcontrollers and sensors to control the pod for the FSM state transitioning.
- Design the Finite State Machine that will operate the pod in a semi-autonomous state.
- Communicate with other subsystems to make sure our design is concurrent with their constraints.
- Develop a desktop application to display the current state of the pod with sensor readings and give control over the pod via a NAP.

• Undergraduate Researcher | Software Engineer - CalPlug UCI

Jan. 2020 - Jun 2021

- Developed Application and Embedded Software under the CalPlug UCI Research Facility.
- Extended the WiFiManager library for the ESP32 to save MQTT/WiFi credentials and handle automatic connections and failures.
- Augmented and refactored a module that performs regressions to save the result in EEPROM and decreased its size by 10%.
- Created a GUI in Python to interface with a camera and control the lasers of a medical device via Serial.

SKILLS

- Programming: Python, C/C++, C#, .NET, Java, Swift, MySQL | NumPy, SciPy, Matplotlib, PyQt5, CV2.
- Platforms: MacOS, Windows, Linux, Azure DevOps, Docker, Git, TFS, SSMS.
- Azure: Blob Storage, Azure Functions, Azure APIM, Azure AD, Azure Key Vault, Power Automate, Power BI.
- Machine learning: CNN, Neural Networks, SVM's, Random Forests | Sklearn, Tensorflow.