Software Engineer (Temporary Employee) **March 2022 - Today**
Qualcomm *San Diego, CA*

- Developed around 200 APIs with Python and C++ for a framework used to support numerous libraries across 3 generations of automotive chipsets.
- Enabled graphical features using **OpenCL, OpenGL, and EGL**, managing kernels, context, and command queues; performed validation on Qualcomm's internal camera APIs for the latest chipset firmware builds.
- Developed an audio capture and playback tool using **ALSA** for Linux-based virtual machines.

Machine Learning Engineer Intern **Jun 2021 - Aug 2021**
Kapaix Ltd *London, England (Remote)*

- Designed neural network models for anomaly detection purposes, analyzing discrepancies in frequencies and amplitudes of data points in time series to assess the quality of a database for a Big Data Management company.
- Preprocessed the dataset by building histograms with variable time frames, using **PCA** and **k-means clustering** as the first analysis tool.
- Constructed two ML architectures: a classification model and an autoencoder model, using dense and convolutional layers with **Python:** ***Keras*** **-** ***TensorFlow*** **-** ***Pandas***.