Velo3D

San Jose. CA

• Developed C++ and Python software, to control electronic, pneumatic, and optical systems for metal 3D printers, involving numerous multi-threaded processes across multiple embedded systems.

- Implemented a crucial functionality, accessible through the main UI (QML), enabling customers and manufacturing engineers to effortlessly monitor and override process-critical settings on different servers. This ensures a reliable qualification process for new printers, contributing to the overall system's robustness.
- Collaborated as a team member in an agile development process using Jira, Git, pull request reviews and CI/CD with Jenkins.

 Demonstrated a strong commitment to being a team player throughout the development cycle.
- Enhanced O₂ correction using multiple sensors and applying effective filtering techniques, decreasing printer build failure rate.
- Upgraded the BKM framework of the laser controller firmware through additional available configurations.
- Reworked the consistency of powder bed recoating using asynchronous pneumatic controls.

Software EngineerQualcomm
March 2022 - December 2022
San Diego, CA

- Developed hundreds of APIs using Python and C++ to support libraries, improving software functionality and system performance.
- Utilized OpenCL, OpenGL, and EGL to enable graphical features on embedded systems.
- Conducted validation on Qualcomm's internal camera APIs for the latest chipset firmware builds.
- Created an audio capture and playback tool for Linux-based virtual machines using the ALSA library.

Machine Learning Engineer

Kapaix Ltd

June 2021 - August 2021

London

- Designed neural network models to detect anomalies by analyzing discrepancies in time series data, assessing database quality.
- Preprocessed the dataset by creating histograms with variable time frames and applying PCA and K-means clustering as initial analysis.
- Constructed two ML models (classification and autoencoder based) using Python with TensorFlow, and Pandas.