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EXPERIENCE

Facebook Al Research | Software Engineer Intern

C++, Python, PyTorch, TorchScript | New York, NY (Remote) | May - Sep 2020

- Collaborated with the AI Platform team to design and implement highperformance NLP building blocks (Tokenizer, Vector, Vocab) for PyTorch
- Profiled CPU performance of text preprocessors on <u>several datasets</u> using Flame Graphs and applying concurrency to decrease load times by over 60x
- Supported upcoming PyTorch releases to facilitate NLP research and demonstrate the feasibility of new features to drive internal adoption
- Won 2 awards for creating a Workplace VC "quickchat" feature at the Global Summer Hackathon, receiving overwhelming interest to ship to production

Lyft Level 5 | Software Engineer Intern - Autonomous Driving C++, Python, TensorFlow, OpenCV | Palo Alto, CA | Jan - Apr 2020

- Trained new classifier with the Perception team capable of detecting traffic light bulb shapes with 90%+ accuracy on an extremely unbalanced dataset
- Designed a regression test suite capable of providing a binary decision to engineers about whether a new model is ready to be released to the vehicle

Facebook Al Research | Software Engineer Intern

C++, Python, OpenCV, PyTorch, Presto | Menlo Park, CA | May - Aug 2019

- Implemented a detection and tracking pipeline capable of running on all Facebook videos in real-time as part of the Computer Vision team
- Benchmarked precision and recall of various detection models (Mask R-CNN, DFSD, Viola-Jones) and tracking algorithms on a 600k SOA video dataset
- Collaborated with leading researchers (Ross Girschick and Yufei Wang) to anonymize faces in the video dataset using detection and tracking results

Microsoft | Software Engineer Intern

C#, Redis, Kusto, Azure | Redmond, WA | Aug - Dec 2018

- Architected Ownership Enforcer (OE) service on the Azure Infrastructure team to enforce PR code reviews for compliance and security assurance
- Integrated a multi-layered Redis cache pipeline, reducing all API calls by 70%

Microsoft | Software Engineer Intern

C#, C++, Unity, XAML, HoloLens | Vancouver, BC | Jan - Apr 2018

- Created a cross-platform Windows/HoloLens app for viewing 3D files used by 3 million+ monthly users as part of the 3D Viewer team
- Watonomous | Path Planning Engineer Autonomous Driving C++, ROS, RViz, CMake | Waterloo, ON | Sep 2017 - Apr 2019
- Designed costmap generation algorithms using a 2-layered occupancy grid to help transform a Chevrolet Bolt EV into a Level 4 autonomous vehicle

PROJECTS

- **Study Space** | PennApps XVI (Google Prize Winner)
- Created IoT device to display real-time occupancy of building on campus
- Flappy Goose | Game in an Embedded RTOS Environment
 - Recreated Flappy Bird game using a Keil MCB1700 board in a real-time OS

SKILLS

Languages

- Python
- C++
- C#
- Java
- SQL
- JavaScript

Technologies/Frameworks

- PyTorch
- OpenCV
- Pandas
- NumPy
- ROS
- TensorFlow

Tools

- Git
- Jupyter
- AWS
- Linux
- BigQuery
- Redis

EDUCATION

University of Waterloo

Sep 2016 - Apr 2021

BASc in Honours Mechatronics Engineering, Co-op

Option in Artificial Intelligence

Charles III University of Madrid

Sep - Dec 2019

International Exchange Semester

Relevant Courses

- CS484 Computational Vision
- MTE544 Autonomous Mobile Robots
- CS231n Convolutional Neural Networks (Stanford)

ACCOMPLISHMENTS

- Recipient of \$70,000+ in scholarships
 - · Int'l Experience Award
 - Google Prize @ PennApps XVI
 - 3rd Place @ IEEE Hardware Hackathon

HOBBIES/INTERESTS

- Varsity
- Running
- Ultimate
- Mentorship
- Road Cycling Robotics