

# Ahnaf Shahriar

[shahriarahnaf007@gmail.com](mailto:shahriarahnaf007@gmail.com) | [LinkedIn](#) | [Github](#)

## EDUCATION

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### University of Waterloo

*Bachelor of Applied Science in Computer Engineering*

Waterloo, ON

*Sept. 2021 – May 2026*

## EXPERIENCE

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### Software Engineering Intern

*Synapse Product Development*

Sept. 2022 – Dec. 2022

*Seattle, WA*

- Leveraged **Zephyr RTOS** to create an **NRF52 BLE Prototype**.
- Developed **Python APIs** for lab testing equipment(**Agilent, Keysight, NI, Tektronik**)
- **Automated** various testing and in house procedures using **Python and bash scripts**.
- **Designed** Docker containers for Gitlab pipelines to complete test and build jobs.

### Firmware developer

*Ford motor Company of Canada*

Jan. 2022 – April 2022

*Remote*

- Improved **Jenkins CI/CD** pipelines to achieve **unit testing automation** using **Python** for Linux server.
- Lead developer for **Unity/Cmock Test framework** optimization for unit testing, achieving up to **30% faster** runtime while using **50%** fewer test cases.
- Tested **interrupt service routine(ISR)** algorithms and debugged on hardware test benches.
- Debugged Embedded C code for MISRA compliances using **Polyspace**.

## PROJECTS

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### SEER | *Javascript, ElectronJS, NodeJS, HTML/CSS, npm*

- Using Yahoo Finance node JS module to apply a moving average trading strategy for selected stock symbols .
- Leveraged ElectronJS to create a cross-platform app

### Game Of Life | *C++, Python, OpenGL API, Git*

- Implemented all stages of the **Graphics pipeline** to achieve **2+ million polygons** rendering efficiently via triangles.
- Abstracted complex Graphics API code into simpler **game engine API** classes(Shaders, Vertex, Renderer, etc) for more practical **development and debugging**.
- Designed my own testing assert macros to debug Graphics errors in **VS Studio/Xcode Debugger**

## TECHNICAL SKILLS

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**Languages:** Python, C/C++, SQL, JavaScript, HTML/CSS, Perl, shell scripting

**Frameworks:** Node.js, ElectronJs, JQuery, Django, Flask

**Developer Tools:** Git, Ansible, Docker/K8s, Jenkins, VS Code, Visual Studio, PyCharm