Ahnaf Shahriar

shahriarahnaf007@gmail.com | LinkedIn | Github | Personal Website

EDUCATION

University of Waterloo

Waterloo, ON

Bachelor of Applied Science in Computer Engineering

Sept. 2021 - May 2026

- Recipient of Richard & Elizabeth Madter Entrance Scholarship and President's Scholarship of Distinction
- GPA: 3.7
- Relevant Courses: Algorithms and Data Structures, Digital Computers, Digital Circuits and Systems.

EXPERIENCE

Software Engineering Intern

Sept. 2022 - Dec. 2022

Seattle, WA

Synapse Product Development

- 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

Jan. 2022 – April 2022

Ford Motor Company of Canada

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 logging and interrupt algorithms and debugged on hardware test benches.
- Debugged Embedded C code for MISRA compliances using **Polyspace**.

Projects

Blog | Django, NextJS, Google Analytics, Github Actions

- Designed using the Django web framework to create a **RESTful API** for manage requests and database models
- Set up Google Analytics feedback on the website to provide real-time rich data on usage
- Configured CI/CD pipelines on Github Actions to automate building and deployment to hosting service
- Integrated **Disqus** Static Page Comment Section to **limit data retrievals** from server for optimal page load times.

SEER | Javascript, ElectronJS, NodeJS, HTML/CSS

- Utilized the Yahoo Finance API JS library to apply a moving average trading strategy for stocks
- Leveraged ElectronJS to create a seamless Cross-Platform App running on Chromium
- Developed a Bot automated trading service by connecting to **TradingView API**

Game Of Life $\mid C++, Python, OpenGL API, Git$

- 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

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

Frameworks: Node. js, JQuery, Django, Flask, OpenCV, Numpy, SSG tools(Jekyll, Hugo)

Developer Tools: Git, Ansible, Docker/K8s, Jenkins, Github Actions, VS Code

Libraries: pandas, NumPy, Matplotlib, pyTorch, TensorFlow