Adnan Shaikh

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EDUCATION

- **The University of Texas at Dallas** — Dallas, TX
  Master of Science in Computer Science; GPA: 3.80 — *Aug. 2019 – Expected May 2021*

- **Vishwakarma Institute of Technology** — Pune, India
  Bachelor of Technology in Computer Engineering; GPA: 8.03/10 — *Jul. 2013 – May 2017*

EXPERIENCE

- **Amazon** — Seattle, WA
  Software Engineer Intern — *May 2020 - Aug. 2020*

- **Persistent Systems** — Pune, India
  Software Engineer — *Jul. 2017 - Mar. 2019*
  - **Win32 Service**: Ported an agent-less client from Java to C++ as a Win32 service to improve runtime performance and reduce its memory footprint for low-spec ATMs.
  - **Updater**: Implemented a separate updater service to handle seamless background updates of the main application.
  - **Reliability**: Solved major critical crashes and refactored major portions of the codebase to increase the reliability of the system.
  - **Installer**: Created Windows Installer (MSI) merge modules and installers using InstallShield along with build automation scripts.

  Academic Intern — *Aug. 2016 - Dec. 2016*
  - **Backend Stack**: Implemented an agent-less approach using Windows Managment Instrumentation, in order to get the real time status of nearly 10,000 cross-platform enterprise endpoints.
  - **Performance**: Increased query throughput by nearly 3x by implementing a thread safe cache to reduce authentication requests.
  - **DLL**: Wrote a Windows DLL to interface COM/DCOM WMI functions over to Java using the Java Native Interface.

  Summer Intern — *Jun. 2015 - Aug. 2015*
  - **Compiler**: Extended Python 3's lanugage support by parsing Devanagari numbers and various Unicode math operators like union, intersection, subset, etc.

PROJECTS

- **Spending Tracker**: Personal spending tracker combining data from various OFX feeds and Splitwise using Python, React, NodeJS and Machine Learning for transaction classification.
- **Xposed Module**: An Xposed module written in Java to disable the explore feed of Instagram by reverse engineering the APK.
- **Freelance Android App**: Developed a proof-of-concept Android app for a client that consisted of an SQLite, GraphQL, AWS and Amazon AppSync backend. Built entirely in Kotlin.
- **Game Engine**: Ongoing development of a personal 3D engine to practice graphics techniques. Supports forward rendering, shadow maps and SSAO. Built using C++ 14 and OpenGL 3.3

PROGRAMMING SKILLS

- **Languages**: Python, Java, C++, Javascript, SQL **Technologies**: AWS, Play, React, Kafka, OpenGL