Adnan Wahab

Perception Tools & Graphics Engineer

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Professional Experience

Perception Tools Engineer | Zoox

Feb 2021 - Present

- Lead development of 3D annotation tools for AV computer vision
- Optimized data pipelines at 50PB scale, improving labeling throughput
- Utilize Tailwind, TypeScript, React, Three.js for interactive tooling
- Awarded a patent for object annotation and attribute labeling in computer vision systems for autonomous vehicles

Senior Software Engineer | American Express

Feb 2017 - Feb 2019

- Developed ML systems for personalized card pages
- Implemented A/B testing and analytics, increasing revenue by $400M/year
- Enhanced design systems for consistent user experience

Graphics Engineer | Samasource

Mar 2015 - Oct 2017

- Built first LiDAR annotation tools for point clouds (WebGL, Three.js)
- Implemented large-scale labeling pipelines (Node.js, C++, Go)
- Awarded first Innovation Award for Empowerment of Women by H. Clinton

Software Engineer | Sony PlayStation

Feb 2013 - Jul 2014

- Contributed to PlayStation Now video game streaming services with ember.js and java
- Built PlayStation Store with over 100 million customers

Software Engineer | Square

Feb 2012 - Jul 2013

- Created responsive web apps for 2M+ small business owners
- Supported BookFresh acquisition to expand Square's calendar services https://archive.is/5WG2G

Education

Bachelor of Science in Computer Science

Texas A&M University

Technical Skills

Languages: TypeScript, JavaScript, Python, Golang, C++, Zig

Frontend: React, Three.js, WebGL, WebGPU, tailwindcss

Backend: REST APIs, PostgreSQL, Docker, AWS

Graphics & Vision: 3D annotation, Computer Vision systems

Tools: Git, Figma, Testing, CI/CD