


Abdul Rafay Khurram

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Relevant Experience

Software Developer

UBC Emerging Media Lab

Vancouver, BC, Canada

Sept. 2024 – Present

- Leading a team to develop an AI-powered VR platform for the UBC School of Nursing, integrating Large Language Models (LLMs) and Unreal Engine to simulate real-time clinical scenarios.
- Building a secondary AI layer to monitor and adjust patient responses, ensuring accuracy and improving system stability.
- Delivered a prototype in two weeks, showcasing realistic patient dialogues and securing further project funding.
- Optimizing LLM-driven patient behavior for more human-like interactions, enhancing the platform's educational impact.
- Cut backend costs by 90% through AI optimizations on the DXL server, improving system performance by 40%.

Software Engineer

Faaz Consulting

Maryland, USA

May – Sept. 2023

- Led the development of client applications in Java and Python, improving UI responsiveness by 30%.
- Enhanced legacy systems with new UI features using Vue.js and JavaScript, increasing user engagement by 15%.
- Automated DevOps processes with Jenkins and Docker, reducing deployment times by 20%.
- Delivered software enhancements for enterprise clients, adhering to strict deadlines and project specifications.

Relevant Technical Projects

Amazon Marketplace Analytic Software

Sept. – Dec. 2022

Academic/Personal Project

- Engineered an Amazon Marketplace tool, enhancing seller operational efficiency by 35%.
- Implemented an algorithm predicting ASIN trends, leading to a 50% reduction in overstock.
- Enabled multi-format data integration, including SQL and JSON, improving data retrieval times by 40%.

High-Performance Media Distribution Platform

Jan. – April 2021

Personal Project

- Orchestrated Ombi-integrated media server, automating over 1,000 weekly metadata-rich downloads using scripting.
- Administered NGINX server streaming a 50 TB digital Blu-ray archive to 150+ users, ensuring optimal system reliability.
- Enhanced system resilience and reduced downtime by 90% with SSH-powered Raspberry Pi commands.

Research

Entropy Comparison in Random Generators

Sept. – Dec. 2020

Research Project

- Conducted a comprehensive analysis comparing the entropy levels of true-random vs. pseudo-random number generators, utilizing mathematical algorithms and hardware-based phenomena.
- Developed and executed tests in Java, C++, and Swift, measuring performance and entropy using TRNGs (True-Random Number Generators) and PRNGs (Pseudo-Random Number Generators).
- Demonstrated TRNGs' superiority for cryptographic purposes, resulting in more secure and unpredictable sequences compared to PRNGs.
- Published results in a detailed research paper, contributing to the understanding of secure random number generation.

Skills

Languages: Java, Python, JavaScript, SQL, C/C++, Swift | **Frameworks:** Node.js, Vue.js, React.js

Tools: Git, Docker, OracleDB, MySQL, NGINX | **API and Integration:** API Integration, System Administration, SQL

Testing: Unit, Integration, End-to-End, Smoke, A/B

Education

The University of British Columbia (BSc in Computer Science - Expected Graduation: 2026)

Vancouver, BC