ASIF IQBAL RAHAMAN

asif256000@gmail.com github.com/asif256000 +1 (336) 223-2730 linkedin.com/in/asif-iqbal-r USA (Open to Relocate) asifiqbal.xyz

Software Engineer with expertise in backend development, full-stack solutions, and microservices architecture. Demonstrated success in streamlining deployments and boosting efficiency through innovative automation and scalable system design. Proficient in Python, Docker, AWS, CI/CD, and microservices, with proven experience delivering high-impact applications across diverse domains. Collaborates effectively with cross-functional groups to address customer needs and enhance product performance.

SKILLS

Programming: Python, Rust, Javascript, Typescript, C++, Java, GoLang, SQL, Bash, Shell, C#, .NET, HTML, CSS, ReactJS, Matlab Frameworks: FastAPI, Flask, RestAPI, Pandas, Numpy, Microservices, SQLAlchemy, AWS-CDK, Requests, PyTest, OpenAI, MLlib, Apache Spark, PyTorch, Tensorflow, Matplotlib, Seaborn, Scikit-learn, Streamlit, Pillow, OpenCV, Django, Jinja2, PyAutoGUI, Selenium Tools: Docker, Git, Jenkins, Unix, Nginx, Supervisor, MySQL, MongoDB, Kubernetes, AWS, Azure, GCP, Terraform, GitHub Actions

EDUCATION

Virginia Tech — Blacksburg, VA, US

Aug 2022 — May 2024 CGPA: 3.9/ 4.0

Master of Engineering in Computer Science Applications

- Courses: Al Tools for Software Development, Natural Language Processing, Data Analytics, Information Security, Theory of Algorithms, Information Visualization, Applications of Machine Learning, Computer Vision
- Publication: Banerjee, A., Rahaman, A. I., Mehandale, A., & Kraikivski, P. (2024). A perturbation approach for refining Boolean models of cell cycle regulation. Plos one, 19(9), e0306523 (journals.plos.org/plosone/article?id=10.1371/journal.pone.0306523)

Vellore Institute of Technology (VIT University) — Vellore, IN Bachelor of Technology in Computer Science

Aug 2015 — May 2019 CGPA: 8.0/10.0

 Courses: Data Structures and Algorithms, Cell Biology and Biochemistry, Analytical Bioinformatics, Data Mining, Cyber Security, Artificial Intelligence, Operating System, Database Management System, Image Processing, Parallel and Distributed Computing

EXPERIENCE

Department of System Biology, Virginia Tech

Oct 2022 — Present

Software Developer/ Research Assistant

Blacksburg, VA, US

- Pioneered a novel algorithm to simulate yeast and mammalian cell cycle with Boolean model of protein interaction, evaluating model perturbations based on mutation paths and final states, optimizing computational efficiency for large-scale simulations.
- Drove 5x efficiency and accuracy by leveraging parallel processing and algorithm optimization on ARC high-performance compute cluster at Virginia Tech for an exponentially growing protein interaction graph perturbation model, with sizes exceeding 1.6 million during each cycle, enabling faster simulations, improved scalability, more accurate biological pathway predictions.
- Engineered a comprehensive approach for data validation using protein interaction data from SIGNOR 3.0 via third-party APIs.
- Used libraries like pandas, numpy for data manipulation; networkx, seaborn for visualization; and dataclass for input modeling.
- Resulted in a peer-reviewed publication available at journals.plos.org/plosone/article?id=10.1371/journal.pone.0306523.
- Planning algorithm development for automating optimal model perturbation calculation using backtracking, heuristic search, and/or machine learning models to enhance efficiency, scalability, and accuracy in biological simulations.

Skills/ Tech stack: Python, Pandas, Numpy, Simulation, Algorithm Design, Optimization, Parallel Processing, Database Management

Seclore Technologies Pvt. Ltd.

Dec 2021 — Jul 2022

Product Engineer

Mumbai, IN

- Built a DevOps automation framework, slashing customer onboarding time from 5 days to 4 hours, achieving 10x efficiency.
- Orchestrated integration of AWS services like CloudFormation, DynamoDB, RDS, ECS, EC2, ECR, CloudWatch, along with Redis
 and Active Directory, using Python AWS-CDK, Kubernetes to onboard new customers in private cloud with a customizable infra
 stack, streamlining deployment, improving resource management, and enhancing system scalability for the DevOps team.
- Designed end-to-end CI/CD pipeline and Infrastructure as Code (IaC) for containerized microservices with Docker and Jenkins, collaborating with three developers and two QA testers, ensuring efficient and seamless deployment under tight deadlines.
- Employed test-driven development (TDD) with end-to-end, integration, unit test using PyTest, and maintained version-control. Skills/ Tech stack: Python, AWS-CDK, Docker, Jenkins, PyTest, Redis, Java, Kubernetes, Amazon Web Services, Microservices, Agile

Ericsson Global India Services Pvt. Ltd.

Jan 2019 — Jul 2021

Software Engineer

Bangalore, IN

- Developed and deployed a custom RPA framework for network engineers to automate maintenance tasks with 35%+ efficiency.
- Designed the backend with Flask, supporting remote execution without direct interaction with GUI elements using PyAutoGUI, win32, Selenium for enhanced automation. Leveraged OpenCV, Pillow to identify actionable items, used RestAPI with MongoDB to store logs with screengrabs, consolidating automated failure detection and real-time monitoring for improved reliability.
- Migrated to Hashicorp Vault for encryption key storage and used PerconaDB as open-source alternative to MySQL8 for security standards, ensuring encryption of data at rest and data in transit with TLS protocol and access management for compliance.
- Integrated the RPA framework with Ericsson's automation hosting platform BotStore, enabling seamless deployment, real-time
 monitoring and centralized management, streamlining processes and boosting adoption by over 50% across multiple teams.
- Engineered a rule-based recommendation engine to calculate worst performing cells with KPIs given by network engineers.
- Prototyped a machine learning replacement for the rule-based system using historical cell performance data using TensorFlow, focusing on feature engineering, tuning and model optimization to improve prediction accuracy.
- Architected an ETL pipeline as a set of microservices using RestAPI with requests and Flask to efficiently fetch data with over 1B rows and 30K columns from datalakes using third-party APIs of network providers. Used data preprocessing techniques to

- clean, categorize, sort and transform data before storing it in parquet format within an SQL database using Pandas and NumPy, ensuring optimal query performance, scalability and efficient data retrieval for downstream analytics.
- Processed large datasets using parallel processing on the Linux server, while automating daily triggers with an Apache Airflow and cronjob execution pipeline, ensuring seamless scheduling, monitoring and fault tolerance for reliable data processing.

Skills/ Tech stack: Python, SQL, NoSQL, Data Analysis, Image Recognition, Encryption, Pandas, Apache Spark, Parallel Processing

PROJECTS

DNA Sequence Alignment CLI Tool

Dec 2017

- Engineered a DNA sequence alignment CLI tool implementing Smith-Waterman (local) and Needleman-Wunsch (global)
 algorithms using dynamic programming, optimizing sequence comparison efficiency and accuracy for genetic research.
- Designed a modular architecture, separating alignment logic, file I/O, and visualization components, ensuring scalability, maintainability, and ease of extension, while enabling seamless integration of additional alignment algorithms.
- Built a comprehensive testing suite using **pytest**, ensuring over **90% test coverage** for core algorithms, file operations, and CLI visualization to maintain accuracy and reliability while validating visual outputs and command-line functionalities.
- Implemented support for multiple file formats (JSON, YAML, CSV, TXT) for flexible data input/output and integrated CLI-based visualization options, including color-coded alignments, ASCII heatmaps, and Matplotlib plots for enhanced usability.

Game Development with Unity3D Engine in C#

Mar 2018

- Developed a 2D side-scrolling platform game (Flappy Bird) with personalized object models and custom game physics.
- Gained hands-on experience with game engines, C#, and Blender, experimenting with asset creation and in-game mechanics.
- Although the game was functional, it lacked polished assets and sound design, which led to the decision not to release it on any
 game store; but it served as a valuable introduction to game development and physics-based gameplay design using Unity3D.

Object Recognition and Face Detection with TensorFlow and CUDA

Oct 2018

- Built a mobile app to identify common objects in image and video frames using an on-device Al model with TensorFlow.
- Implemented real-time face detection with continuous detection in live video streams, achieving 70% accuracy in bounding box detection using the TensorFlow library, with reliable performance across varying lighting and motion conditions.
- Enhanced computational efficiency by optimizing the algorithm for concurrent and parallel execution on video frames with CUDA in C++, achieving a 50% improvement in processing speed and significantly reducing latency in real-time processing.

Dynamic Personal Website using FastAPI and SQLAIchemy ORM

Jul 202

- Embraced hands-on learning approach for front-end by designing a dynamic website using FastAPI with Jinja2 templates, and SQLAlchemy ORM to connect the backend to an SQLite database, docker-compose for containerization, PyTest for automated testing and self-hosted on a server with Nginx, ensuring scalability, performance, flexibility and ease of deployment.
- Improved website usability by integrating interactive features, including customizable themes and dynamic timeline generation.
- Built a pipeline with **GitHub Actions** to automate **Docker Image** update in **Docker Hub**, enabling seamless and rapid deployments.
- Designed the website with a scalable structure to potentially support multiple user profiles, incorporating role-based access control and dynamic content generation, employing a backend database instead of a static website for improved flexibility.

EEG-to-Text conversion by fine-tuning BART with zero-shot classification

Nov 2023

- Reproduced pioneering research to **convert EEG signals into embeddable text** by **fine-tuning** the **BART model** with custom data, optimizing model hyperparameters, and achieving an **F1 Score** of **25.9**, improving contextual text generation from neural activity.
- Implemented a zero-shot classification algorithm using PyTorch to categorize generated texts for sentiment analysis of EEG signals, achieving over 80% accuracy, enhancing the model's ability to infer emotional and cognitive states from neural data.
- Developed a **preprocessing and inference pipeline** to clean, normalize and segment EEG data, ensuring NLP model compatibility and enabling real-time signal processing and text conversion for applications like **brain-computer interfaces** (BCI).

Soccer commentary/summary generation with Assistant-based GPT API

May 2024

- Built an Al-powered football summary and commentary generator using **GPT-based Assistant APIs** to create realistic, event-driven match commentary with **multilingual support**, integrating dynamic narrative adjustments based on game events.
- Engineered a pipeline for automatic match narration, integrating event-driven insights, prompt engineering for context-aware storytelling, and text-to-speech models to produce lifelike audio with multilingual support, and real-time adaptability.
- Created a front-end with ReactJS, integrating text summaries with images and audio from DALL.E, text-to-speech, and
 translation models via APIs for immersive multilingual commentary, designing the system to emulate Peter Drury's voice, with
 real-time speech synthesis and adaptive narration for greater engagement and realism.

Real-time Sentiment and Subjectivity Trend Analysis for Social Media

Feb 2025

- Architected an automated data ingestion pipeline using third-party APIs in Python, integrating free-tier Twitter and Reddit APIs
 to periodically get relevant posts related to AI and Technology, and managing data retrieval schedules using GitHub Actions.
- Applied sentiment analysis techniques with cloud-based big data services, leveraging parallel processing with PySpark, secure
 data storage with Azure Storage and regular data processing with Databricks Job Scheduler for scalable and efficient analytics.
- Deployed a user-friendly interactive dashboard built with a simple Python framework Streamlit, using continuous integration and deployment pipelines with GitHub Actions and deployed the dashboard with real-time updates as a web-app in Azure.
- Employed best practices for version control, security, and clean code principles to ensure maintainability and scalability.

PUBLICATIONS

• [J1] Banerjee, A., Rahaman, A. I., Mehandale, A., & Kraikivski, P. (2024). A perturbation approach for refining Boolean models of cell cycle regulation. Plos one, 19(9), e0306523.

CERTIFICATIONS & AWARDS

- Python for Data Science and Machine Learning Bootcamp
- Improving Deep NN: Hyperparameter Tuning, Regularization & Optimization
- Neural Networks and Deep Learning

<u> Udemy Certificate — May 2021</u>

Coursera Certificate — Jul 2020

Coursera Certificate — Jan 2020

Ericsson - 2020

Bi-annual Galactic Award for developing data automation framework