

# Ayman Reza Software Engineer | Cloud, Data & Machine Learning

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## Education

Jan 2026 – Present Champaign, Illinois	<b>Master of Engineering, Electrical &amp; Computer Engineering</b> , University of Illinois Urbana-Champaign Concentration: Machine Learning, Software Systems, Data-Driven Engineering
Aug 2022 – Dec 2025 Champaign, Illinois	<b>B.S. Computer Engineering, Business Minor</b>   <b>GPA: 3.42</b> , University of Illinois Urbana Champaign <u>Relevant Coursework:</u> Machine Learning, Cloud Computing Applications, Statistical Inference for Engineering & Data Science, Statistical Learning Theory, Artificial Intelligence, Data Structures & Algorithms, Database Systems

## Skills

**Data Science & ML** — Python, SQL, PyTorch, Pandas, NumPy, Data Analysis, Feature Engineering, Automated Pipelines

**Cloud & Backend** — Google Cloud Platform (Cloud SQL, Compute/Deployment), AWS, REST APIs, Node.js, MongoDB

**Software & Systems** — C, C++, Linux, Operating Systems, Memory Management, Git, RISC-V, SystemVerilog

**Frontend** — React, HTML, CSS

## Professional Experience

May 2025 – Aug 2025 Niles, United States	<b>Software Controls Engineering Intern</b> , Shure Incorporated <ul style="list-style-type: none"><li>Analyzed sensor data streams and event logs to identify race conditions and logic faults in production systems</li><li>Built Python-based tools to automate test workflows, analyze datasets, and support validation pipelines.</li></ul>
May 2024 – Aug 2024 East Chicago, Indiana	<b>Software Systems Engineering Intern</b> , Cleveland Cliffs <ul style="list-style-type: none"><li>Analyzed machine logs and sensor data to diagnose software-driven failures in automated systems.</li><li>Developed diagnostic scripts and control logic to detect fault conditions and reduce unplanned downtime.</li><li>Collaborated with engineers to validate fixes through controlled testing and data-driven verification.</li></ul>
Dec 2025 – Present Remote	<b>Machine Learning Evaluation Fellow (Part-Time)</b> , Handshake <ul style="list-style-type: none"><li>Provided technical evaluations and training data to improve machine learning model reasoning, accuracy, and task performance.</li><li>Analyzed model outputs and provided structured feedback to improve reasoning quality and reliability.</li><li>Worked with large datasets and automated evaluation pipelines.</li></ul>

## Projects

Dec 2025	<b>Cloud Data Platform for Plant Monitoring</b> , Python, SQL, React, Google Cloud Platform <ul style="list-style-type: none"><li>Built and deployed a full-stack cloud application for logging, tracking, and visualizing plant data</li><li>Designed relational SQL schemas and RESTful APIs for persistent data storage</li><li>Implemented data visualization and trend analysis features</li><li>Deployed backend services using Google Cloud infrastructure</li></ul>
Dec 2025	<b>E-Bike Crash Detection &amp; Safety System — Data-Driven Embedded System</b> , C, ESP32-S3, IMU Sensors <ul style="list-style-type: none"><li>Developed real-time crash detection software using accelerometer and gyroscope data</li><li>Applied sensor fusion and filtering to extract meaningful motion features</li><li>Implemented event classification logic based on statistical thresholds and signal patterns</li><li>Validated detection accuracy through iterative testing and data analysis</li></ul>
Jan 2025	<b>Operating System — Systems Programming</b> , C, Linux <ul style="list-style-type: none"><li>Implemented core OS components including memory management, multithreading, and filesystem</li><li>Debugged low-level system behavior in a collaborative codebase</li></ul>
May 2025	<b>Curing &amp; Forming Machines — Software Control &amp; Process Optimization</b> <ul style="list-style-type: none"><li>Developed and optimized software for automated manufacturing equipment</li><li>Diagnosed control issues using operational logs and system data</li></ul>
Dec 2024	<b>JetPack Joyride — Real-Time FPGA Game System (Custom SoC Design)</b> , FPGA, SystemVerilog, C <ul style="list-style-type: none"><li>Designed and implemented a System-on-Chip (SoC) on an FPGA, featuring a custom CPU core, VGA controller for 2D scrolling graphics, and efficient memory systems for sprites and collision detection.</li><li>Integrated hardware-software co-design using SystemVerilog and C to develop gameplay mechanics, score tracking, and USB keyboard controls for interactive gameplay.</li></ul>

## Organizations

Feb 2023 – Nov 2024 Champaign, Illinois	<b>Phi Kappa Psi Fraternity</b> , Philanthropy Chair <ul style="list-style-type: none"><li>Led planning of fundraising and philanthropy initiatives, coordinating and managing teams</li><li>Communicated with chapter leadership and external partners to ensure successful event outcomes</li></ul>
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