Basel Mostafa

https://bmostafa340.github.io https://github.com/bmostafa340

EDUCATION

California Institute of Technology

Bachelor of Science in Computer Science; GPA: 4.2

Pasadena, CA

Sep. 2019 - Mar. 2023

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EXPERIENCE

 \mathbf{Meta}

Menlo Park, CA

SWE Intern - BI Commerce Products Integrity Team (CPI Team)

Jun. 2022 - Sep. 2022

- Worked on content moderation infrastructure for commerce content (e.g. product postings, ads), including:
- Enhancing logs to store more comprehensive info about events which triggered product reviews
 - Using new information about user interaction with dynamic ads to trigger product reviews. Estimated the new trigger to be 3x more effective at reducing policy violations shown to users.
 - Identifying and addressing deficiencies in review-triggering framework. Outcomes include:
 - 1. Review trigger conditions are often detected hours earlier, keeping reviews in sync with user activity.
 - 2. Reduced load on the most pressing system bottleneck by up to 3x, among other resource savings.
- Wrote code in python, SQL, and Hack.

Amazon Web Services

Seattle, WA

SDE Intern - Web Application Firewall Team (WAF Team)

Jun. 2021 - Sep. 2021

- Implemented threat-detection procedures for HTTP request headers and cookies as Nginx add-ons written in C. The header inspection procedure is used in the Log4JRCE rule for detecting Log4j vulnerability exploits.
- Wrote Java and C++ to incorporate the new features into the WAF infrastructure (e.g. checksums, canaries, ...).

Cosmic Dawn Center

Copenhagen, Denmark

Summer Undergraduate Research Fellow

Jun. 2020 - Sep. 2020

- \circ Investigated the implications of adding a temperature-like parameter called T_{IMF} to models of galaxy formation.
- Built an automated data pipeline for fitting T_{IMF} to a catalog of galaxies, revising the estimates of various galaxy properties based on the new T_{IMF} fits, and analyzing and visualizing the effects on the star-forming main sequence
- Featured publications: Implications of a Temperature-dependent Initial Mass Function. I. II. III.

Caltech Robotics Team

Pasadena, CA

Software Team Member

Sep. 2019 - Jan. 2020

• Optimized object detection neural network speed on CPU for autonomous submarine; achieved 36% speedup with minimal loss of precision over CRT's previous vision system by enabling int-8 weight quantization, AVX, and SSE.

PROJECTS

- Assassery: Collaborated with a colleague to build a website for automatically administering a game of assassins at my university residence (Backend: Django REST framework, Frontend: React-Redux).
- PintOS Virtual Memory: Implemented the virtual memory abstraction used by the PintOS instructional OS.
- TeenyBASIC Compiler: Compiles a simplified version of BASIC in O(n) time on the parse tree size, optimized to pre-evaluate constant expressions, replace multiplication with bit shifts where possible, and maximize register use.
- **DAMMIT:** Collaborated in a team of three using git to create a top-down monster survival game using JavaFX. Used OOP principles of inheritance and polymorphism to build a consistent and intuitive software architecture.
- Python Rubik's Cube Solver: 2x2x2 Rubik's Cube solver implements a brute force algorithm which considers up to 2 billion times fewer states compared to naive BFS. 3x3x3 Rubik's Cube solver implements a corners first algorithm.
- Covid-19 Vaccine Efficacy Model: Collaborated in a team of four to analyze vaccine efficacy for multiple variants using ML. Constructed a LSTM-VAR ensemble model for predicting the future prevalence of each variant from vaccination rates and auxiliary factors. Achieved an out-of-sample MAE of 0.08 for the alpha variant.

Programming Skills

- Courses: Distributed Computing, Relational Databases, Operating Systems, Compilers, ML and Data Mining
- Languages: Python (proficient), C (proficient), Java (proficient), C++ (basic), HTML/CSS (basic), JavaScript (basic)
- Tools: Linux, Git, AWS, Protocol Buffers, Nginx, NumPy, Matplotlib, Scikit-learn, Keras, PyTorch