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Top Skills

Back-End Web Development
Technical Presales
Knowledge Engineering

Certifications

Machine Learning with Python
Introduction to Cloud Computing
Sayabidevs Campus Ambassador Program 2022
Microsoft Certified: Power Platform Fundamentals
Applied Data Science Specialization

Publications

OptiGuard: Generalized, Attention-Driven & Explainable Glaucoma Classification

Humza Tareen

Software Engineer @ Turing | Scaling AI Development with LLM-Powered Automations
Saudi Arabia

Summary

AI Software Engineer at Turing with end-to-end experience shipping AI systems. My journey has taken me from enhancing foundational LLMs for world-class companies like Apple, Meta, and Bytedance to now architecting the internal agentic automations (Python, FastAPI, RAG, GCP) that scale our entire development workflow.

Having progressed from a specialist developer to a team lead and now a core tool-builder, I am actively seeking to take on new challenges. I am eager to relocate globally for the right opportunity to build impactful, user-facing AI products.

Key Technologies:

- AI/ML: Agentic Systems, RAG, RLHF, Model Evaluation
- Backend: Python, FastAPI, PostgreSQL, Redis
- Cloud/DevOps: GCP, AWS, Docker

Experience

Turing

1 year 6 months

Software Engineer

July 2025 - Present (8 months)

Palo Alto, California, United States

As a member of the internal tools team, I architect and build AI-powered agentic automations to enhance the efficiency and scalability of our core development workflows.

- Engineered a suite of backend services using Python, FastAPI, RAG, PostgreSQL, Redis, and GCP to automate the model evaluation and data processing pipelines.

- Designed and implemented solutions that directly accelerate the development lifecycle, enabling our AI training teams to iterate faster and deliver higher-quality output.
- Collaborated with cross-functional teams to identify key bottlenecks and deliver robust, scalable tools that are now integral to our internal operations.

Pod Lead

March 2025 - July 2025 (5 months)

Palo Alto, California, United States

Promoted to lead, train, and manage a high-performing, globally-distributed team of 10+ AI Trainers across 3 continents.

- Oversaw the execution of high-priority projects for key APAC clients, specializing in delivering industry-leading model evaluations under accelerated timelines.
- Mentored team members on advanced reasoning and evaluation techniques, fostering a culture of quality and continuous improvement.
- Implemented quality control frameworks and streamlined workflows to ensure consistent, high-quality output and maintain team productivity in a fully remote environment.

LLM Python Developer

September 2024 - March 2025 (7 months)

Palo Alto, California, United States

Played a key role in developing and evaluating domain-specific Large Language Models for industry leaders including Apple, Meta, and Bytedance.

- Specialized in enhancing model capabilities through Reinforcement Learning from Human Feedback (RLHF), advanced reasoning tasks, and Code Interpreter development.
- Conducted rigorous model testing and benchmarking to ensure performance, safety, and accuracy against client specifications.
- Engineered and executed complex prompts and evaluation suites to identify and resolve subtle model failures, directly contributing to the quality of the final product.

Royal Cyber Inc.

1 year 6 months

Software Engineer

January 2025 - July 2025 (7 months)

Naperville, Illinois, United States

- Fine-tuned open-source Llama models on AWS Bedrock to build domain-specific copilots for financial services clients, ensuring high accuracy on specialized queries.
- Co-developed the 'RC AI OPS' GenAI agent using Python and LangChain, automating error resolution to enhance backend operational efficiency by 50%.
- Architected and delivered GenAI integrations for Fortune 500 clients using enterprise iPaaS platforms (Mulesoft, Salesforce) and event-driven tools (Apache Kafka).

Technical Trainee

May 2024 - January 2025 (9 months)

Naperville, Illinois, United States

- Contributed to the development of RC AI OPS, an intelligent agent that significantly enhances the operational efficiency of APIs and backend systems by 50%. This agent assists developers and administrators in identifying and resolving errors.
- Utilized Copilot Studio, Chainlit, Langchain, and Bot Framework to construct AI agents, ensuring their accessibility through widely used platforms such as Teams, Slack, and web applications.
- Developed AI agents and Copilots for Middleware Technologies, including Mulesoft, IBM ACE, IBM MQ, ODM, and Salesforce OMS. These implementations have resulted in a substantial reduction of administrative and developer workloads by 60%.

Intern - Middleware Technologies

February 2024 - May 2024 (4 months)

Naperville, Illinois, United States

Mulesoft Certified Developer - Level 1

Delivered multiple POCs integrating Mule 4 APIs with Apache Kafka, Apache Flink, Slack, Gmail, Salesforce, ServiceNow and third party APIs

National Center of Artificial Intelligence- NCAI Sectt, Pakistan

Deep Learning Researcher

September 2023 - May 2024 (9 months)

Islāmābād, Pakistan

Authored an IEEE conference publication on my award-winning (1st Prize, SEECS Open House) explainable AI (XAI) system for glaucoma detection, which achieved state-of-the-art results using Python and PyTorch.

3 years 7 months

President

June 2023 - May 2024 (1 year)

Treasurer

August 2022 - August 2023 (1 year 1 month)

Islāmābād, Pakistan

Team Lead Liaison

September 2021 - September 2022 (1 year 1 month)

Islāmābād, Pakistan

> I was the Event Head for DevFest'21 in collaboration with GDG Islamabad. Organized and managed a complete team of 50+ people. We had a tech audience of 600+ which was managed smoothly without any major hiccups. Further, i had to communicate and manage with NUST officials and external collaborators to ensure smooth execution of the event

Executive Team Liaison

November 2020 - September 2021 (11 months)

Islamabad, Islāmābād, Pakistan

Volunteered for ACM InoVation Cup as a Liaison executive and worked with data management and communication

InLights

Software Engineer

October 2023 - February 2024 (5 months)

Islāmābād, Pakistan

Leading the Priority Signals team and revamping core processes for efficient development and deployment.

- Lead the internship and MVP development program which resulted in achievement of multiple industrial contracts

WALEE

Software Engineer Intern

August 2022 - October 2023 (1 year 3 months)

Islāmābād, Pakistan

o Acquired hands-on MEANStack web development experience, emphasizing business development and team collaboration. o Analyzed Twitter data to spot trends and profile insights.
o Enhanced web applications with expert coding for an optimal user experience.

- o Partnered with diverse teams for scalable solution design, boosting system performance.
- o Resolved complex technical challenges ensuring uninterrupted project flow.
- o Engaged in code reviews, enhancing software development practices.

Tech Stack: Mean Stack

Unify

Core Contributor

July 2023 - August 2023 (2 months)

Remote

Worked as a volunteer developer for the open source Unify-Ivy Project.

Implemented and tested functions for scipy integration with multiple backends.

Bitnine Global Inc.

Software Engineer

March 2023 - August 2023 (6 months)

Vancouver, British Columbia, Canada

Apache AGE Development:

Contributed to the internal workings of Apache AGE to enhance its integration with PostgreSQL.

Developed multiple methods for the 'agtype' datatype, enhancing the functionality and adaptability of Apache AGE.

Implemented rigorous tests to ensure the robustness and reliability of the developed methods, ensuring seamless integration and performance.

Enterprise Automation Framework:

Engineered an internal automation framework aimed at testing Bitnine's enterprise products across a multitude of operating systems, including Windows, CentOS, Red Hat, Debian, and Ubuntu.

Acquired deep insights into OS-native commands, optimizing code performance and ensuring accurate and efficient product testing across diverse environments.

Content & Marketing:

Spearheaded the technical content generation for the company's marketing front, authoring insightful technical blogs that bolstered the company's online presence and engagement.

InLights

Mobile Application Developer

October 2022 - August 2023 (11 months)

Islamabad, Islāmābād, Pakistan

Engineered a mobile application prototype aimed at optimizing emergency vehicle response times.

Incorporated a priority signal time feature to ensure efficient arrivals.

Tech Stack: Flutter & Firebase.

Royal Cyber Inc.

Campus Ambassador

November 2021 - June 2023 (1 year 8 months)

Islāmābād, Pakistan

-> Organized a seminar " Full Stack Ecommerce Development" which discussed different aspects of Salesforce CRM. Plus this event was a chance to introduce Royal Cyber to the students if SEECS , Nust

-> Coordinated at Nust Career Fair. Also took 50+ short interviews of potential applicants which were used to skim and label CVs for the recruiters. Promoted RC Full-Stack training program among the students on RC stall as well as other applicants at Nust Career Fair 2022

Sparkleo Technologies

Mobile Application Developer

January 2023 - April 2023 (4 months)

Islāmābād, Pakistan

- Training for building Flutter apps for Bluetooth Low Energy, which utilized local databases as well as Firebase, with in-app dashboards. I quickly grasped the necessary concepts and applied them effectively in my work.
- Debugging and updating old apps to meet new client demands.
- Contributed to the company documentation for all developers.
- Developing the portfolio website sparleo.io using Next.js, as per the provided Figma design. Hosted the website (sparkleo.io) , performed SEO to rank it on the first page of Google, and completed mailing and other hosting configurations within a CI/CD pipeline for further development.

Freelance

Mobile App Developer

June 2022 - November 2022 (6 months)

Remote

Developed PalMy, a social app for people to interact based on their common location. The Flutter app used REST APIs for interactions and Firebase for realtime-chat along with multiple Google APIs. The support for multiple languages was also added. App is planned to be launched on App Stores soon.

Uns-E-Mahroom

Founder

June 2021 - November 2022 (1 year 6 months)

Islāmābād, Pakistan

Trying to contribute to society by taking one step at a time. Joined hands with a group of people to establish a community dedicated to helping the underprivileged. Uns-E-Mahroom translates directly to "Love for Deprived". Our main aim is to empower people through establishing own business and moving away from dependence and self sustainability.

Shader Bytes

Junior Application Developer

August 2022 - October 2022 (3 months)

Remote

Worked as a junior mobile app developer for the company. My tasks were to debug prebuilt apps, set up backend services and update foreign clients regarding the projects

SayabiDevs

Campus Ambassador

July 2022 - October 2022 (4 months)

Islāmābād, Pakistan

National University of Sciences and Technology (NUST)

Mobile App Developer

August 2022 - September 2022 (2 months)

Remote

We were entrusted with creating a one-stop shop for guests from around the globe to check programme schedules and get to the venue unaided. The app was created with Flutter and Firebase and then published to the Google Play Store at:

<https://lnkd.in/dXkcweyM>

National University of Sciences and Technology (NUST)

Application Developer

January 2022 - April 2022 (4 months)

Islamabad, Pakistan

Developed a cross platform app based on Flutter for the Learning Management System(LMS) which will

be used by students all over NUST on daily basis. It will be launched on Android and IOS

National University of Sciences and Technology (NUST)

Java Internship

July 2021 - August 2021 (2 months)

Islāmābād, Pakistan

worked on a project to develop a game in java which improves analytical skills of young kids. My module was Binary Search Tree game which i developed using java and javafx.

Education

National University of Sciences and Technology (NUST)

Bachelor's degree, Computer Science · (October 2020 - June 2024)