

MOHAMMED ISTIAQ ULLAH

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EDUCATION

Bachelor of Computer Science, University of Waterloo, Class of 2020

TECHNICAL STRENGTHS

Languages	Java, C/C++, Python, Scala, Javascript
Tools	Hadoop, Spark, REST API, Docker, AWS, Google Cloud
Frameworks	GraphQL, Node.js, Django, pandas, sklearn

EXPERIENCE

Emagin Clean Technologies Inc. <i>May - Aug, 2018</i>	Full Stack Developer
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- Developed third party REST API that exposes mass data to partner companies
- API calls are passed by AWS API Gateway to AWS Lambda which queries PSQl database for data
- Handled user authentication and authorization in API Gateway for secure and restricted calls to API
- Setup EC2 Virtual Machines to run data processing tools and train models when data is received
- Dockerized VM environments to reduce startup times and risk of startup failure
- Automated instantiation of VM instances triggered by Lambda upon reception of data
- Collaborated with modelling team to develop debugging tool in React.js to visualize model dependencies

Emagin Clean Technologies Inc. <i>Sept - Dec, 2017</i>	Backend Developer
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- Closely communicated with company leaders to plan and design demo in Django, acquiring new clientele
- Handled data visualization using Highcharts, Kibana and implemented authentication in Django
- Developed production server in Node GraphQL, optimized for querying bulk data from MySQL database
- Reduced site load times using caching and batched queries, resulting in fewer and lighter server calls
- Exposure to SCRUM methodologies to achieve weekly goals in fast paced development environments

PROJECTS

Markov Text Generator <i>Oct 2019</i>	github.com/istiaq107/Markov-Text
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- Built text-generator using second order Markov Model with Hadoop
- Leveraged Hadoop's distributed system to process large body of text to create Markov state machine

Sentiment140 <i>Dec 2018</i>	github.com/istiaq107/Sentiment140
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- Built Naive-Bayes model, trained with 1.6 million records of Twitter data, that classifies text sentiment
- Acquired knowledge in Natural Language Processing, and used Google Cloud to train model

ChamberCrawler3000 <i>July 2017</i>

- Developed game in C++ using core object-oriented concepts for school project
- Project involved using object-oriented design patterns, and UML to visualize module relationships