Mohammad Naqvi

847-571-2785 | mnaqvi744@gmail.com | linkedin.com/in/mohammad-naqvi | github.com/mohammadnaqvi04

EDUCATION

San Jose State University

San Jose, CA

B.S. Computer Science, GPA: 3.82/4.00

December 2023

Relevant Coursework: Data Structures, Algorithms, Computer Architecture, Operating Systems, Parallel Processing, Compiler Design, Databases, Artificial Intelligence, Probability and Statistics, Computational Linguistics

EXPERIENCE

InfluxData March 2024 – Present

Software Engineer

Remote, CA

• Building out InfluxDB Clustered—an on-prem, time-series analytics platform.

Intuitive

Aug 2023 – Dec 2023

Software Engineer Intern

Sunnyvale, CA

- Crafted client-side dashboard components using TypeScript and React—utilizing Redux and Figma design.
- Established a uniform dashboard design standard by integrating internal and open-source React libraries to devise a highly modular component library.

Tesla May 2023 – Aug 2023

Software Engineer Intern

Austin, TX

- Engineered components for a Kafka-based ETL pipeline that ingests and persists mechanical design data in Go.
- Deployed a high-frequency distributed microservice using Kubernetes to compute up to 10k+ RPD.
- Modernized legacy engineering application by implementing an intuitive CLI and adding telemetry observability using Prometheus and Grafana.

Microsoft

June 2022 – Sept 2022

Software Engineer Intern

Redmond, WA

- Designed and developed a .NET full-stack application that delivers network metadata to 60+ users.
- Optimized network server latency through strategic improvements to the distributed API architecture using C#.
- Architected a cloud-based integration testing pipeline that dynamically spawns a virtual machine for each regional endpoint in a distributed service to reduce build validation costs.

University of Southern California

May 2021 – May 2022

Research Assistant

Los Angeles, CA

- Assisted technical development of 2D animations used in cognitive and linguistic research projects.
- Developed interactive web experiments using JavaScript to render and animate complex movement trajectories in real-time.

Projects

Multithreaded HTTP Server | Python, Flask, Postman, cURL

• Engineered HTTP server with RESTful request dispatching and multiple endpoint transaction formats.

Transition-based CFG Parsers | Haskell

• Implemented bottom-up, top-down, and left-corner parsers for context-free grammars structured in Chomsky-Normal Form.

Communipute | Docker, React.js, Python

• Created for TreeHacks at Stanford—our platform allows users to make their compute power available to the community and make money off of their computer's utilization.

Jedi Language Interpreter | Scala

• Crafted an interpreter for a novel functional programming language—employing recursive descent parsing, object-oriented design for closures and lambdas, and dynamic/static scoping rules.

TECHNICAL SKILLS

Languages: Rust, Go, TypeScript, C#, Scala, Python, SQL, Haskell, Gremlin, Bash

Technologies: Axum, Tokio, .NET, PostgreSQL, Docker, Kubernetes, Apache Kafka, MySQL, Unix, GKE, Git,

Jsonnet, CI/CD