MUNEEB AHMAD

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EDUCATION

Jamia Millia Islamia, New Delhi, India **2021 - 2025**

- **Bachelor of Technology in Computer Engineering**
  Coursework: Computer Architecture, Compiler Design, Data mining

WORK EXPERIENCE

Advanced Application Engineering Intern at Accenture, Gurugram, India **May '24- July '24**

- Worked on Cyber Strategy and Security: Third Party Risk Assessment.
- Conducted InfoSec and Privacy risk assessments of third parties for client.

AI/ML Intern at Nikah Forever, New Delhi, India **Jun '23-Aug '23**

- Developed collaborative filtering and content-based filtering algorithms for a best match recommendation system.
- Deployed the recommendation system for a high traffic platform on the public cloud.
- Languages and Tools: Python, Pandas, NumPy, scikit-learn, Implicit-ALS, Flask.

PROJECTS

Latent Diffusion Based Image Inpainting with Multimodal Guidance **Aug '24-Present**

- Better image inpainting that can be guided by
  - Text prompts
  - Masks
  - Reference images
- Finetuning the stable diffusion inpainting model on a custom prepared dataset
- Reference images are also supported to guide the generated output.

Lua Binding Annotation Generator **June '24**

- Generates Lua annotations and bindings for C++ classes automatically by analyzing the abstract syntax tree using libclang and python.

Engine-2: Real-time 3-D rendering engine **Oct '21-Present**

- Rendering engine utilizing per cluster culling and Entity Component System.
  - **Sparse Entity Component System:** A data-oriented object storage system (ECS), using sparse arrays.
  - **OpenGL abstraction library:** Eases working with OpenGL while retaining low level control.
- Languages and Tools: OpenGL, C++17

RayCer: Offline path-tracer **July-Aug '22**

- A multithreaded path tracer written in Rust to render physically accurate images.

Complex Terrain Generation using GPU. **July-Sept '22**

- Generating Complex Terrain Procedurally using OpenGL, written in C++.
- [Implementation of GPU Gems 3 Chapter 1]

SKILLS

- **Languages** - C, C++, Python, Java, GLSL, Rust, JavaScript, SQL, Lua
- **Frameworks** – OpenGL, Vulkan, WebGL, Compute Shaders, PyTorch, ReactJS, Svelte, NodeJS, FastAPI, Flask
- **Tools** – GIT, MySQL, RenderDoc, NVIDIA Nsight
- **Deployment** – Gunicorn, Nginx, Docker
- **Platforms** - Linux, Windows, Web, Godot