MUNEEB AHMAD

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EDUCATION

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

- **Bachelor of Technology in Computer Engineering**
  Coursework: Computer Networks, Internet Protocols, Compiler Design

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.
- Implemented a CI/CD pipeline by setting up GitHub webhooks, automating the deployment process, which significantly improved development workflow.
- Languages and Tools: Python, Pandas, NumPy, scikit-learn, Implicit-ALS, Flask.

PROJECTS

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.

IOT through STM-32 and ESP-8266 module — **Nov '23**

- Connected STM-32 to the internet by communicating with an ESP-8266-01 module through AT commands.
- STM-32 can also be detected and controlled when on the same WI-FI network.
- Languages and Tools: C, STM32 HAL, STM32 CUBE

Engine-2: Real-time 3-D rendering engine — **Oct '21-March '23**

- 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