Osama Esmail

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EDUCATION

University of Illinois at Urbana-Champaign

• BS in Computer Science

05/2021

• BS in Mathematics

EXPERIENCE

Microsoft 07/2022 - Present

Software Development Engineer

- Built CBL-Mariner 2.0 (Microsoft's Linux Distro) Docker containers and managing packages for different development environments
- Overhauled Golang build tools to streamline builds, pipelines, and releases

InnoPeak Technology 07/2021 - 07/2022

Software Development Engineer

- Implemented research and development algorithms for C++ & Android applications
- Parallelized real-time image analysis & object detection algorithms

IMC Trading 06/2020 - 08/2020

Quantitative Trading Intern

Analyzed and simulated block trading strategies and their profits in JupyterLab with Python

Amazon 05/2019 - 08/2019

Software Development Engineering Intern

- Contributed to internal subscriptions API written with Spring Java Framework
- Displayed API contributions in internal tool written in **AngularJS**

Illinois Geometry Lab 01/2019 - 05/2019

Undergraduate Researcher

- Analyzing Champaign County health inspection data to streamline future inspections
- Collaborating to create a machine learning model for the data using **TensorFlow**

Illinois Rocstar 05/2018 - 08/2018

Software Engineering Intern

- Developed product website front-end using ReactJS, creating new components and overhauling various aspects of the front-end
- Debugged and updated Python Flask back-end, including modifying models, working with NoSQL, and adding new features to be implemented on the front-end

PROJECTS

Sports Betting Bot

- Derived a heuristic for predicting which NBA games to place bets on based on win probability (10000% quarterly return over 6 months)
- Deployed an automated **Python** bot with **Selenium** for placing bets daily

Optimal Rubik's Cube Solver

- Threaded processes asynchronously in C++ to speed up a Rubik's Cube solver
- Used **CUDA** to further parallelize the solver

Schedule Optimizer

- Deployed a **ReactJS** website (**NodeJS** backend) with 4 group members for making conflict-free schedules at our university. **CS:GOtcha**
 - Developed fully functional first-person shooter with a friend using Unity3D and various C# & JavaScript scripts.

SKILLS AND INVOLVEMENT

Computer Languages: Python, JavaScript, Golang, C++, Java, HTML/CSS3, C#, Bash

Frameworks, Libraries and Technologies: Docker, RedHat RPM, TensorFlow, PyTorch, NumPy, Pandas, Selenium, CUDA, ReactJS, Flask, Git, Heroku, MongoDB

Interests: Chicago Bulls, Chicago White Sox, Green Bay Packers, Trivia, Cooking Shows, Futurama