

Patrick Nasr

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EDUCATION

University of New South Wales

Bachelor of Electrical Engineering (Honours) | Bachelor of Science in Computer Science

Kensington, NSW

Feb. 2020 – Aug 2025

- Honours thesis: *Explainable AI for Speech-Based Alzheimer's Disease Prediction*

EXPERIENCE

Electrical Engineer Intern

Saluda Medical Pty Ltd

Dec 2023 – Mar 2024

Macquarie Park, NSW

- Architected an automated solution to deliver QMS documentation using Python 3.12 and MVVM design pattern
- Automated the collection of power consumption data derived from a class 3 medical device using C# and SQL
- Developed and justified a power model using historical patient data, device power consumption and battery models
- Validated the functionality of automated systems to develop a synthesised power model using *pytest*
- Developed design verification, and tool manual reports in line with QMS standards prescribed for ISO 13485

Software Engineer Intern

Quickli Pty Ltd

Jul 2022 – May 2023

Bondi, NSW

- Developed QA automated web-scraper using TypeScript, and Puppeteer to reduce QA daily workload by 12%
- Curated software requirements for a project by harnessing communications skills with international QA team
- Led development of a client-facing product by liaising with senior engineers to define scope and improve design
- Designed and maintained product using TypeScript and React, reflecting 99% accuracy in back-end logic

STUDENT PROJECTS

Electronics Manager

UNSW Redback Racing (FSAE)

Nov 2021 – Dec 2022

Kensington, NSW

- Led development of schematic capture and PCB design for FSAE rules-mandated hardware using Altium Designer
- Iterated on existing agile methodologies to improve achievement of sprint planning timeline goals by 25%
- Communicated technical retrospectives through written documentation to facilitate improved future upskilling
- Mentored junior engineers regarding the development of hardware design and manufacturing best practices

Student Biomedical Engineer

Ugandan Internship Experience (Engineering World Health)

Jan 2022 – Feb 2022

- Liaised with an international team to design, prototype and service medical equipment in low-resource environment

TECHNICAL SKILLS

Languages: TypeScript, Rust, Python, Java, C, C#, SQL (MySQL, PostgreSQL), HTML/CSS, MIPS, Verilog

Frameworks: CI/CD, RESTful API, React, Next.js, Express.js, .Net, JUnit, Agile (Scrum), SOLID Patterns

Developer Tools: Linux, Git, AWS, MongoDB, Docker, Vercel, Yarn, Jest, Firebase, Jupyter Notebook, Hugging Face

Libraries: Scikit Learn, PyTorch, TensorFlow, pandas, NumPy, Matplotlib, Puppeteer, Jinja2, wav2vec

PERSONAL PROJECTS

Backgammon.ai | *Python, Flask, React, PyTorch, MongoDB, Docker, unittest*

- Developed a full-stack interactive game using Flask serving a REST API with React as the front-end
- Trained a neural network using TensorFlow to play backgammon at different competencies against a human-player
- Codebase available at github.com/patricknasr/backgammon-ai

CERTIFICATIONS

Andrew Ng's Machine Learning Specialization

Linear Regression | Supervised Learning | Gradient Descent | Artificial Neural Network | Unsupervised Learning

- Improved ML models through learning rate, plotting learning curve, feature engineering, polynomial regression
- Implemented regularization to improve both regression and classification models