

# Sarim Aleem

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## EDUCATION

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### University of Texas at Austin

*Bachelor of Science in Computer Science, Minor in Arabic*

Austin, TX

Aug. 2020 – Dec 2023

## EXPERIENCE

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### Software Development Intern

*Adobe*

May 2023 – Aug 2023

*San Jose, CA*

- Developed real-time model management system for parameter efficient fine-tuning models
- Coded asynchronous FastAPI webserver to accept train and predict requests
- Integrated PostgreSQL to store fine-tune metadata and Azure blob storage to store binary
- Benchmarked and graphed various caching strategies for efficient storage and retrieval of fine-tune layers including: Redis, Azure, Shared Memory Buffer
- Containerized application using Docker deployed Kubernetes

### Software Development Intern

*Fujitsu Network Communications*

Jun 2022 – Aug 2022

*Dallas, TX*

- Developed web client in Java Spring to migrate network element data to CPS database from MongoDB
- Created CPS database schema to store NETCONF/RESTCONF data in YANG
- Configured network bridge in Docker files to enable cross-communication between 15+ microservices
- Migrated southbound interface from direct drivers to a software defined network controller
- Wrote bash scripts to automate container deployment and test REST endpoints

### Teaching Assistant

*University of Texas at Austin*

Aug 2022 – Dec 2022

*Austin, TX*

- Taught students Python basics

### Research Intern

*Baylor College of Medicine*

Jan 2021 – Aug 2021

*Houston, TX*

- Built computer vision model in C++ to analyze mice pupil dilation size, 50x faster than deep learning model
- Programmed Tkinter GUI to edit audio files based on signal patterns and spectrogram
- Developed Python library to analyze and visualize pupil dilation of mice using Pandas and Matplotlib

## PROJECTS

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### Fluid Simulator | C++, OpenGL

- CPU implementation of 2D fluid simulator for incompressible fluids
- Visualized velocity fields by creating real time vector field diagram

### Multithreaded Ray tracer | C++

- Implemented multithreaded raytracer in C++ that uses phong illumination model
- Accelerated Ray tracer with K-d Trees

### Neural Network Transformer | Python, PyTorch

- Implemented transformer encoder from scratch using pytorch
- Measured performance of transformer by creating perplexity

### Distributed Key-Value Store with Load Balancing | Java, Distributed Systems

- Created linearizable key value store with replicates data with fault tolerance using paxos
- Load balanced key/value workloads using sharded paxos replica groups

### PintOS Operating System | C, Concurrency, Operating Systems

- Implemented operating system with thread priority scheduling, system calls, virtual memory, and an EXT file system
- Debugged race conditions, deadlocks, memory errors, and other bugs using GDB

### Multiplayer Gomoku with AI | Javascript, Express, Web Sockets

- Created a multiplayer website with communication through websockets
- Implemented single player mode with AI using minimax with alpha beta pruning

## TECHNICAL SKILLS

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**Languages:** Java, Typescript/Javascript, C, C++, Python, Bash, SQL, HTML/CSS

**Technology:** MongoDB, Postgres, Docker, Kubernetes, Spring

**Libraries:** SQLAlchemy, Numpy, PyTorch

## ACTIVITIES

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**Texas Wrestling:** Competed in wrestling tournaments

**Central Texas Model UN:** Helped organize Model UN conference for high schoolers

**Advancing UT Technology:** Team leader for social media website to connect UT students