

SOOHAM RAFIZ

☎ (647) 876-6256

@ rafizsooham@gmail.com

🔗 github.com/sooham

EXPERIENCE

IP Development Engineering Intern

Intel Corporation

📅 06/2017 - 09/2018 📍 San Jose, California

Intel holds market dominance on desktop class microprocessor sales.

- Migrated Intel's deep-learning accelerator framework, OpenVINO, across backwards-incompatible updates to developer environment and infrastructure. This task required cross-functional coordination with my team, sysadmins, and hardware engineers.
- Reduced OpenVINO Quartus build time for extremely large CNN (i.e ResNets, VGG) models by 30% for smoke tests and weekly regression tests. This alleviated the number of engineers waiting overnight for build completion.
- Developer for LDPC 5G codec IP compatible with 3rd Generation Partnership Project (3GPP) standard of 5G cellular communications for clients such as Huawei.
- Added Cyclone FPGA support to Quartus' digital signal processing (DSP) portfolio of hardware IP.
- Migrated DSP legacy synthesis, placement-routing, and verification tests to new testing framework.
- Technical editor and reviewer for "Intel Quartus User Guides" of above software; provided clients factual and legitimate documentation.

Avionics Engineer

University of Toronto Aerospace Team, Rocketry Division

📅 09/2016 - 05/2017 📍 Toronto, Ontario

Developed software for reading flight-critical sensors using Arduino, ICs, and digital filters.

Web Development Intern

Careerleaf Inc.

📅 07/2016 - 09/2016 📍 Toronto, Ontario

Careerleaf provides job posting boards (a la Indeed) as a service.

- Developed and deployed a job management module using AngularJS.
- Improved site reliability by writing unit tests.
- Liaised with development team and product manager to fulfill client requests regarding UI, backend, and job analytics.
- Authored Quality Assurance tests for single-sign-on (SSO) functionality.

EDUCATION

B.Sc in Computer Science

University of Toronto

📅 08/2014 - 05/2019

GPA

3.14 / 4.00

- C.L Burton Open Scholarship recipient (award is competitive)

PROJECTS

Personal Website

A personal website and blog built using React.js, node.js and webpack.

Graphflow (Unity 3D game)

A Unity game exploring sequential thinking and Data Structures. Built with C# and JS.

Machine Learning Projects

I have authored some machine learning projects focused on image-to-image translation and adversarial example generation. See my Github page on the subheader of this resume.

TECH. SKILLS

HTML, CSS, SQL, Cassandra, Jenkins, Mocha, Chai, Javascript, Django, Tornado, Solr, Express, Node.js, React.js, Redux.js, Google Cloud, AWS.

C, C++, Java, Python, Scala, Perl, Shellscript

Excellent Knowledge of Data Structures.