

Saad Rasheed

SOFTWARE ENGINEER

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Summary

I'm currently an embedded software engineer at Motorola Solutions writing software for encryption products. I'm passionate about building, tinkering and making things better.

Work Experience

Motorola Solutions

Chicago, Illinois

SOFTWARE ENGINEER II

Mar 2019 - Present

- Developed encryption software and security-related features for multiple embedded products.
- Implemented cross-platform applications for a variety of different host architectures.
- Integrated legacy code base with modern continuous integration and deployment tools.

Motorola Solutions

Chicago, Illinois

SOFTWARE ENGINEER I

Jan 2018 - Mar 2019

- Implemented testing framework using IP Stack and TCP/UDP Protocols.
- Developed and integrated test diagnostic software for encryption products within a telecommunications infrastructure.

Education

University of Illinois Urbana-Champaign

Urbana-Champaign, Illinois

M.S IN COMPUTER SCIENCE

2019 - Present

- Relevant Courses: Distributed Systems (Cloud Computing), Parallel Programming, Theory and Practice of Data Cleaning and Text Information Systems.

Northern Illinois University

Dekalb, Illinois

B.S IN COMPUTER SCIENCE

2015 - 2017

- Distinction: Cum Laude
- Relevant Courses: Data Structures, Algorithms, UNIX, Networking, Databases, iOS Mobile Programming, Assembler Mainframe, Java, Operating Systems, Computer Architecture and Systems

Extracurriculars

Schaumburg Motorola Hackathon

Schaumburg, Illinois

TECHNICAL ENABLEMENT LEAD

Jan. 2019 - Apr. 2019

- Led a team to setup required technical infrastructure for hackathon, hosting approximately 100 participants.
- Team enabled participants to use GitLab, GitHub, Cloud Instances alongside proprietary Motorola hardware.

Google Extension

Google Chrome Store

MINIMALIST

Feb. 2019 - Present

- I developed and maintain a minimal note taking application for Google Chrome.
- Available for download in the Google Chrome Store.

iOS Application

Northern Illinois University

UNIBOARD

Dec. 2016 - Feb. 2018

- I developed a social media iOS application that allowed university students to sign up and communicate publicly through posts and images.
- Firebase was used for the back-end and data store to allow users to comment and like other user's posts.

Skills

- Languages:** C, C++, Python, Java, Swift, Javascript and Scripting(Shell, PS1, Batch)
- Tools:** Git, Docker, GDB, ARM debugger, Clearcase, Jenkins, Docker, Artifactory, Conan, CMake, and Azure
- Platforms (Cross Platform Dev):** Windows, Linux, ARM, RHEL, and Motorola Proprietary Hardware
- Higher Level:** Technical understanding of the software development lifecycle, excellent at debugging, problem solving, and diverse experience working on multiple embedded systems relating to cryptography and telecommunications.