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Skills

Languages: C++, C, Python, Rust, Bash, JavaScript, Java, C#, SQL

Libraries & Frameworks: ROS, Protobufs, DDS, OpenCV, Node, React, Express, Flask, Google Test, Pytest **Tools & Technologies:** Git, Linux, Bazel, Docker, Elasticsearch, Grafana, Bamboo, Jenkins, Jira, LaTeX

Experience _____

Zoox Foster City, CA

Software Engineer

Jun 2022 - Present

- Developing software infrastructure using C++ and Python for integration test platforms which utilize simulation and vehicle logs for system validation, safety clearance, and latency testing of driving software
- · Successfully investigated and resolved lidar emulator performance issues, reducing fault occurrences from 60% of runs to 0%, thereby enhancing the stability and reliability of sensor playback during integration tests
- Implemented fault injection capabilities for lidar playback, enabling fault response testing and safety clearance of driving software releases
- Regularly triaged issues, led investigations, and monitored test platform health as an on-call engineer
- Seamlessly transitioned mission-critical data used for on-call operations and updated its associated data pipelines from a deprecated ElasticSearch cluster to a more stable OpenSearch cluster, ensuring continuous data flow and service availability
- Developed and maintained **Grafana** dashboards tailored to deliver essential metrics, aiding on-call engineers in their response efficiency

Zoox Foster City, CA

Software Engineering Intern

Sep 2021 - Dec 2021

- Developed software features for an integration testing framework capable of running autonomy software on representative hardware
- Designed and developed an improved sensor playback system that enabled more efficient and accurate playback during integration tests

Huawei Toronto, ON

Autonomous Vehicles Software Engineering Intern

Sep 2020 - Dec 2020

- Developed a unit test suite for a Frenét frame motion planning stack with 90% code coverage using Google Test
- Designed and implemented a path-building library using C++ to construct a variety of reference paths to test planning algorithms on
- Used C++ and Matplotlib to extract insights from vehicle trajectory data that helped expose flaws in motion planning algorithms

Qualcomm Toronto, ON

Automotive ADAS Software Engineering Intern

Jan 2020 - Apr 2020

- Developed system and application software for an ADAS and autonomous driving platform in C/C++
- Accelerated performance of a **computer vision SDK** by an average of **20x** by leveraging available hardware and software architecture in automotive focused Snapdragon SoCs

Christie Digital Kitchener, ON

Software Engineering Intern

May 2019 - Aug 2019

• Developed user interfaces with Qt in C++/QML and bolstered code quality with setup of a 90% code coverage Jenkins CI pipeline

Synaptive Medical Toronto, ON

Video Software Engineering Intern

Sep 2018 - Dec 2018

Advanced surgical visibility of biological tissue through color manipulation using C++ (OpenCV) and C#

Projects _____

Capstone Project (Apr 2021-2022)

- Wearable glasses that can extract and communicate information from an image to a visually impaired user through audio transcription
- Consists of glasses with Raspberry Pi for image capture, Flask web app for computer vision processing, and an iOS app for audio playback

Autonomous Robot Racing (Software Lead)

UW Robotics (May 2018 - Aug 2019)

- Managed development for a robot that competed in the International Autonomous Robot Racing Competition
- Developed software architecture in ROS and C++ for perception, mapping, and path planning using a stereo camera, IMU, and LiDAR

Education

University of Waterloo

B.ASc Computer Engineering

Sep 2017 - Apr 2022

· Notable Coursework: Distributed Computing, Programming for Performance, Robot Dynamics & Control, Autonomous Vehicles