

# WAHAJ ASLAM

## Senior Engineer

Audio Programmer | C/C++, Python | DSP | MPEG AAC Codecs | CI/CD | Embedded



*Driven to build innovative tech ventures grounded in academic knowledge and real-world experience*



<https://www.linkedin.com/in/wahaj-aslam/>



[wahajaslam08@gmail.com](mailto:wahajaslam08@gmail.com)



+4917656968258



Sandbergstr. 25 90419 Nürnberg

## EXPERIENCE

## RESPONSIBILITIES

### Senior Engineer

[Fraunhofer IIS, Erlangen](#)

Mar 2023 – Present

### Scientific Researcher

[Fraunhofer IIS, Erlangen](#)

Apr 2018 – Feb 2023

- Design, development, testing & maintenance of advanced audio coding tools and APIs for **xHE-AAC**, **MPEG-H 3D Audio**, and **AAC codecs** based on **MPEG standards**
- Development & Integration of **Digital Signal Processing (DSP)** algorithms for **high-quality** and **real-time audio** processing pipelines
- Research and implementation of **parallel and concurrent processing** workflows for optimized throughput and low-latency performance
- Objective and subjective audio quality evaluation using psychoacoustic models, including MUSHRA, A/B testing
- Development of encoder features for OTT streaming workflows, including Stream Access Points, Adaptive Bitrate Support & DASH
- DSP prototyping and simulation using **MATLAB** and **Python**
- Cross-compilation, complexity/performance analysis, and algorithmic optimization on x86\_64 and ARM platforms
- Product integration and validation with external frameworks such as **FFmpeg** and **Windows Media Foundation (MFT)**
- CI/CD automation and pipeline management using **GitLab**
- Supervision of **student research projects** and coordination of academic collaborations

### Research Assistant

[TU Darmstadt](#)

March 2015 – Nov 2016

- Developed physical layer algorithms and cross-layer prototypes for multi-hop wireless networks using the WARPLAB/WARPDive framework.
- Implemented receive beamforming techniques for multiple-antenna systems, enhancing signal quality and reliability.
- Created graphical node visualizations to optimize sensor networks, improving overall network efficiency

### Embedded Software Engineer

[u-blox, Pakistan](#)

Jul 2012 – Aug 2014

- Embedded LTE/4G protocol stack development according to 3GPP release 9, 10, 11
- Utilized Embedded C, Visual Studio, Linux, and Python scripting to streamline development processes
- Customized framework level and upper layer stacks, including NAS, RRC, and PDCP
- Gained hands-on experience with Anite Conformance & Development verification tools, enhancing testing efficiency

## SKILLS

C/C++, Python, Bash, MATLAB, Visual Studio, Xcode, CMake, Git, Gitlab, CI/CD, Docker  
FFmpeg, Adobe Audition, Sox, JUCE, VST, Pure Data, MFT (Media Foundation Transform), Ableton  
Kanban, Scrum, Jira, Confluence

## PATENTS

[Audio encoder, method for providing an encoded representation of an audio information, computer program and encoded audio representation using immediate playout frames](#)

## EDUCATION

Darmstadt, Germany  
Sept 2014 – Sept 2017

### Master of Science in Information & Communication Engineering (MSc)

Technical University of Darmstadt

Lahore, Pakistan  
Sept 2008 – May 2012

### Bachelor of Science in Telecommunication Engineering (BSc)

National University of Computer & Emerging Sciences

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## LANGUAGES

### English

Fluent

### German

Intermediate (B1)

### Urdu

Native

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## PERSONAL PROJECTS

- Exploring applications of **AI, DSP, and automation** in sports-tech, trade and intelligent system design
- Learning to integrate **signal processing, machine learning, and multi-agent architectures** for real-world solutions
- Building prototypes with **Python and FastAPI**, focusing on **data analysis, workflow automation, and user-centric design**

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## MORE

Passionate about team sports, biking, hiking, and exploring outdoor challenges.  
Keen believer in staying active and balanced.  
Fascinated by evolving UI/UX design trends.