

## Education

<b>Duke University</b> <i>BSc in Computer Science, BSc in Physics, and Innovation &amp; Entrepreneurship Certificate</i> <i>100% Karsh Scholarship</i> <i>Courses: Advance DSA, Advance Software Design, Computer Systems, Discrete Maths, Graphics, Quantum Physics &amp; Relativity</i>	<b>Aug 2020 – May 2024</b> <b>GPA : 3.7</b>
<b>The University of Texas at Austin</b> <i>Certificate in Artificial Intelligence &amp; Machine Learning</i>	<b>Feb 2025 – Sep 2025</b>

## Experience

<b>Dell Technologies - CIAM</b> <i>Software Engineer 2 / Scrum Master</i>	<b>July 2025 - Present</b> <i>Austin, TX</i>
<ul style="list-style-type: none"><li>Led SCRUM events and development as Scrum Master and senior contributor for the Access Management team.</li><li>Owned authentication &amp; authorization flows for OIDC-based SSO using Microsoft Azure, <b>Go</b>, <b>Java</b>, and REST APIs.</li><li>Headed development and adoption of a centralized IAM platform for Dell storage devices, standardizing authentication across 4 products and reducing duplicate identity integrations by <b>60%</b>.</li></ul>	
<b>Dell Technologies - Powerstore</b> <i>Software Engineer 1</i>	<b>July 2024 - July 2025</b> <i>Austin, TX</i>
<ul style="list-style-type: none"><li>Owned end-to-end design, implementation, testing, and rollout of core control-path software for Dell <b>PowerStore</b>, enabling <b>40%</b> code re-usability across products and reducing feature delivery time by <b>30%</b> using <b>RxJava</b> (asynch programming), <b>Bash</b>, and <b>Python</b>.</li><li>Developed a PyTorch-based NLP <b>classification</b> model to automatically triage PowerStore logs using deep learning techniques, cutting analysis time by <b>60%</b> and fixing <b>25+</b> code bugs in <b>3</b> months. Won best project at Dell Hackathon.</li><li>Engineered mirroring <b>Witness</b> backend with automatic failover, reducing recovery time from <b>15+ min</b> to <b>&lt; 30 s</b>.</li><li>Collaborated with senior engineers in cross-functional teams to review designs and ensure backward compatibility.</li></ul>	
<b>Dell Technologies - Storage, DevOps</b> <i>Software Engineer Intern</i>	<b>June 2022 – August 2022, May 2023 – August 2023</b> <i>Raleigh, NC &amp; Austin, TX</i>
<ul style="list-style-type: none"><li>Built distributed <b>Java microservices</b> using <b>Kafka</b> to process and compress <b>6M+</b> telemetry messages, reducing storage costs by <b>30%</b> and improving scalability by <b>40%</b>.</li><li>Developed an intelligent <b>Python chat bot</b> using NLP (TensorFlow, NLTK) to predict CI/CD build error causes with <b>98.7%</b> accuracy, used by <b>7,000+</b> developers per push.</li></ul>	
<b>Duke University Union - DevOps</b> <i>President / Web App Engineer</i>	<b>November 2020 – May 2024</b> <i>Duke University</i>
<ul style="list-style-type: none"><li>Led 4 cross functional teams of <b>24</b> developers in sprints with <b>Duke OIT</b> to create 3 Duke websites and 2 web apps.</li><li>Owned development of Duke@Nite Trivia App using <b>React.js</b> and <b>Firebase</b> for <b>1,200+</b> student users in live events.</li></ul>	

## Projects

<b>Matchstick</b>   <i>Next.js, Python, PostgreSQL, Supabase, OpenAI API, Stripe</i>	<b>July 2024 - Present</b>
<ul style="list-style-type: none"><li>Co-founded &amp; engineered a B2B networking <b>AI platform</b> for matchmakers with automated client matching &amp; handling.</li><li>Created <b>AI Agents</b> for lead gen, KNN models, Siamese Neural Networks &amp; NLP for stable matching of profiles.</li><li>Generated <b>\$20+</b> from <b>500+</b> users in the <b>Antler</b> 6 weeks accelerator (world's most active early-stage investor).</li></ul>	
<b>Graphics System Software</b>   <i>C++, C, VS Code</i>	<b>November 2022 - April 2023</b>
<ul style="list-style-type: none"><li>Developed <b>2D graphics engine</b> with features like blending &amp; advanced geometry equivalent to <b>Google's Skia</b>.</li><li>Optimized efficiency by <b>130%</b> by using core computer science concepts like memory optimisation &amp; compression.</li></ul>	
<b>Board Game IDE</b>   <i>Java, IntelliJ</i>	<b>April 2022 - June 2022</b>
<ul style="list-style-type: none"><li>Led an Agile SCRUM team of <b>8</b> developers to engineer an IDE (<b>27,000</b> lines of code) with game builder and player.</li><li>Engineered interactive interface to create &amp; play <b>any</b> possible 2D board game. <b>5,000+</b> downloads on Google Play.</li><li>Trained <b>ML</b> model using supervised learning with <b>RLLib</b> &amp; <b>Scikit-learn</b> to beat human in any new game created.</li></ul>	

## Technical Skills

**Languages:** Python, Java, C, C++, Go, MATLAB, PostgreSQL, TypeScript  
**Technologies/Frameworks:** Git, Pandas, NumPy, PyTorch, REST APIs, Docker, RxJava, Linux, Kafka  
**Activities:** Pakistani Student Assoc President, DUMUNC, Duke Applied Machine Learning, Communications Coach