Nabhan Sazzad

Southern California

https://www.linkedin.com/in/nabhansazzad/   GitHub: https://github.com/nabhan02

EXPERIENCE

Apple
Software Engineer Intern   Cupertino, Ca
                                                        June 2023 - September 2023

- Conduct research in Computational Photography, experimenting with various Machine Learning and Computer Vision techniques in order to see how they fit in with relevant projects the team is focused on.
- Ask research-oriented questions to assist in finding new ideas to advance experiments.
- Collect data and label multiple datasets to use in experiments relevant to the project.
- Record relevant metrics and visual data in order to present results to leadership.
- Skills: Python, Git

General Atomics Aeronautical Systems
Software Engineer   Poway, Ca
                                 June 2022 - August 2022, January 2023 - June 2023

- Developed Image Recommender Systems and Computer Vision Algorithms to automatically test uncommon objects.
- Curate training data of major ASCII characters to train and improve object detection models.
- Developed Automated Test Scripts to test over 100 requirements on an industry-leading unmanned drone.
- Developed scripts to assist team members in producing more quickly. Script was adopted by other team members.
- Completed a bonus problem with a Computer Vision based script to win a weekly competition.
- Skills: Python, SVN Version Control

Amazon
Software Development Engineer Intern   Sunnyvale, Ca
                                                    September 2022 - December 2022

- Designed and Developed a serverless cloud API service from scratch to improve on an existing service.
- Increased performance by implementing a simplified design that can be more easily updated and better managed.
- Integrated many different services and packages to create sophisticated and scalable service.
- Leveraged common Software Engineering Design Patterns like dependency injection to improve code quality.
- Created multiple documents to document project milestones and present the benefits from the solution developed.
- Participated in code review process to follow best code practices and produce consistently quality solutions.
- Applied complex ideas like rate limiting to improve performance and create an overall more efficient service.
- Skills: Typescript, Java, AWS, Bash, Linux, Git, Jira

Cyan Systems
Software Engineer   Goleta, Ca
                                                           Jan 2022 - June 2022

- Developed a Full Stack Computer Vision Application for image handling and processing for a Linux OS.
- Incorporated Networking techniques like TCP protocols for cross application communication.
- Implemented Computer Vision and Machine Learning Algorithms for image recognition and detection.
- Raised value of software product by more than 5%.
- Skills: C++, Git, OpenCV, TensorFlow, Figma, Linux, Docker

Center of Visual Computing at University of California San Diego
Undergraduate Researcher: Research Presentation   La Jolla, Ca
                                                    September 2021 - June 2022

- Participated in a Computer Graphics Research Study under Professors Ravi Ramamoorthi and Tzu-Mao Li
- Developed a script to automate the process of modifying and analyzing research experiments.
- Discovered special conditions in which regularization techniques succeed and fail in Inverse Rendering
- Implemented regularization techniques in an open source format such further research can be conducted
- Acted as a group leader to help organize team tasks and ensure that the project is completed within the timeline
- Investigated and concluded upon 8 different Variables related to Geometry in Inverse Rendering.
- Skills: Python, Pytorch, CuPy, Cuda, GitHub, Linux

SKILLS

Python, C++/C, Java, AWS, JIRA, TensorFlow, Pytorch, OpenCV, Typescript, Javascript, (No)SQL, Flask, Bash

EDUCATION

University of California San Diego   La Jolla, California
Bachelors of Science in Computer Science; Minor in Business Economics