

Fareed Quraishi

quraishi.fareed@gmail.com
437-660-4663

Summary:

A Software Engineer with extensive experience in the technology industry. Expertise in developing and implementing software solutions. Collaborates with others to improve business outcomes. Background in iOS development and now moving into AI Engineering.

Skills: Python | C++ | OpenCV | TensorFlow | PyTorch | Keras | scikit-learn | Matplotlib | NumPy | Swift | Objective-C | Kotlin | Java | React | Agile | Team Building

Experience:

AI-ML Engineer at BlueSense · Jan. '24 - Present

- Constructed CNN, DenseNet, and MobileNet models and tools to visualize results to analyze models performances.
- Implemented Diagnostic Evidence Distillation (DED) model from paper for acne analysis.
- Lead discussions at startup about Cyber Security, MLOps, and AI data management.

Software Engineer at Meta · July. '20 - Feb. '23

- Constructed 3D AR layout infrastructure using tree transversal algorithms and linear algebra, enabling teams to implement novel AR design concepts in their apps.
- Implemented layout collision detection and logging that improved development and enabled monitoring by the Design Systems team.
- Launched TurboModule code generation tooling that increased development speeds from weeks to minutes for developers introducing C++ and Java code into React Native applications. This unlocked much needed reuse of Meta's existing code base and technology to the AR application development teams, saving hundreds of hours of development time.
- Implemented shared architecture for the Android companion app that allowed code sharing amongst teams.
- Launched Crowd Numbers and Reactions Identifier functionality for Facebook Stories on iOS, increasing Meaningful Social Impact.
- Launched self-view redesign in Facebook Stories on iOS by implementing an expandable plug-in system that frees up space for designers to implement future self-view functionality.

Mobile Developer at Haunted Castle Gaming · November '19 - July '20

- Developed Android and iOS companion apps that gave the start-up game a faster and smoother onboarding experience for new players.
- Designed a leaderboard web service for local game stores to host tournaments.
- Implemented an Agile development process that provided insight into development cycles and communication with business partners.

iOS Developer at Loblaws · May '18 - November '19

- Led implementation of MVVM architecture in the store picker iOS app, which improved resilience of the app's development.
- Took upon and delivered the Health Check feature of the QHR Shopper's Drugmart app.
- Introduced unit tests that raised stakeholders' confidence in the product quality.

Mobile Lead at Treefrog Inc. · February '16 - April '18

- Introduced Agile concepts to the sales team, resulting in projects more effectively sold using retainers and frequent milestones.
- Built Server-Side Swift Solutions using the Perfect Framework which resulted in the mobile team taking on larger projects.
- Worked with the Art Director to incorporate UX best practices & design to ensure a comprehensive and innovative approach.

Self-Starter at Guelphlandia · February '15 - February '16

- Created affiliation brand for local Guelph business, promoting arts and music.
- Collaborated a Marketing Affiliation Brand with Guelph's downtown business which resulted in profitable events that raised over \$1k for charity.

Education & Certifications:

Deep Neural Networks Certification from MIT xPro · '23

Computer Programming and Analysis at Conestoga College · '09

Bachelors of Computer Science at University of Windsor · '05