

Dler Ahmad
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PROFILE

Passionate MS computer science graduate with strong academic background, who loves solving challenging computing problems. Currently working as full time software engineer at Sam Asher Computing Svc in Rochester.

EDUCATION

Rochester Institute of Technology – Rochester, NY	Master of Science in Computer Science Aug 2015
University of Applied Science and Technologies – Qazvin, Iran	Bachelor of Science in Software Engineering Feb 2011

SKILLS

Programming Languages: Java,C++,C#,VB

Scripting Languages: Perl, Bash, Awk

Mobile Programming: Android

Data: Data mining , SQL Server, MySQL, Oracle

Web: HTML, CSS, JSP, Javascript, jQuery, CasperJS

IDE: Eclipse, Netbeans, Visual Studio, Android Studio, Xcode

Operating Systems: Windows, Mac OS X, Linux

Other knowledge: Algorithms, Network concepts, Distributed systems, Parallel and Cluster computing foundations, Threads, OOP, Software Design Patterns, .Net Framework, RDBMS and SQL

PROJECTS

Activity recognition using sensor data (MS capstone project) - C++, Java, Bash scripts, Data mining, Signal processing, Android: In this project I aim to design an activity recognition system using sensor data. The goal of the project was to design a system, which is capable of recognizing the different gestures within a play of Tennis. To achieve this, I used Myo sensor armband, which comes with diverse type of sensors. The designed solution, managed to classify Tennis swings types with 97% accuracy. I also conducted a comparison between a similar product, Zepp. This is an individual ongoing project.

Distributed file sharing system on a Content-Addressable Network - Java RMI: In this project I implemented a distributed file sharing system in which a Distributed Hash Table (DHT) is used to store and retrieve the files among the peers. The developed solution was an scalable fault tolerant system in which peers can join and leave the system at any time. This was an individual project.

Distributed mobile computation on a network of Raspberry Pis - Java RMI: The goal of this project was to design a system that is capable of processing a large computation using a network of machines with limited memory space and processing power. The network was constructed using 10 Raspberry Pis. Our proposed solution made use of distributed algorithms and was able to address fault tolerance and load balancing. We worked on this project in a team of three.

Automatic blind system simulation using sensors - Java, Android: The goal of this project was to simulate an auto blind system using Raspberry Pi and temperature and ambient sensors. Our proposed solution made use of JSON-RPC and fuzzy logic controller. We also developed an Android app for the user to interact with the system. We worked on this project in a team of three.

Bank direct marketing customer prediction system - Java, Data mining, Bash scripts: In this project we designed and implemented a bank deposit customer prediction system, which is capable of predicting bank future customers based on the available data. Using the system, banks can save financial and human resources in their customer discovering process. The solution was able to predict the future customers with more than 85% accuracy. We worked on this project in a team of two.

Andrew File System simulation - Java Socket: In this project we tended to implement a small-scale version of Andrew File System (AFS). AFS is distributed file system in which multiple clients can modify a file simultaneously. We successfully implemented both ticket-based client authentication as well as distributed file operations. We worked on this project in a team of three.

TFTP implementation - Perl, Java: In this project I implemented Trivial File Transfer Protocol (TFTP) based on the RFC 1350. I developed two versions of TFTP- one using Java and the other using Perl. My intention was to explore Perl socket programming. This was an individual project.

Parallel and cluster solution for graph Clique problem - Parallel Java library (PJ2): The solution to maximum clique problem, as an NP-complete problem, requires a great deal of computations. In this project we designed and implemented a sequential version, a multicore parallel version and a cluster parallel version solution to find the maximum clique in a given graph. In our solution, we took a heuristic approach and managed to minimize running time and maintain efficiency as more processing cores are engaged into the computation. We worked on this project in a team of two.

Map-based messenger app - Android, Xamarin: In this project I developed an Android location-based messenger application in which user is able to see his friends on a map and interchange messages with them. I made use of a REST API and Xamarin framework to build the app. This was an individual project.

EXPERIENCE

Software Engineer at Sam Asher Group since Sep 2015

- Frontend and backend development for hyper-reach.com
- Web-Service development for hyper-reach.com
- Website/Web-service test module development for hyper-reach.com

Software Engineer at Korek Telecom May 2011 - Feb 2013

- Fault management development for Cell network using Ericsson FMX
- Cell network Fault monitoring/reporting
- Reporting team leader

Computer/English Instructor Jun 2009 - Feb 2011

- Excellent classroom leadership experience