

Mohammad Naqvi

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EDUCATION

San Jose State University

B.S. Computer Science, GPA: 3.82/4.00

San Jose, CA

December 2023

Relevant Coursework: Data Structures, Algorithms, Computer Architecture, Operating Systems, Parallel Processing, Compiler Design, Artificial Intelligence, Probability and Statistics, Computational Linguistics

EXPERIENCE

InfluxData

Software Engineer

March 2024 – Present

Remote, CA

- Developing InfluxDB Clustered—an on-prem, distributed time-series analytics platform—built on Rust.

Intuitive

Software Engineer Intern

Aug 2023 – Dec 2023

Sunnyvale, CA

- Crafted client-side dashboard components using TypeScript and React—utilizing Redux and Figma design.
- Established a uniform dashboard design standard by integrating internal and open-source React libraries to devise a highly modular component library.

Tesla

Software Engineer Intern

May 2023 – Aug 2023

Austin, TX

- Engineered components for a Kafka-based ETL pipeline that ingests and persists mechanical design data in Go.
- Deployed a high-frequency distributed microservice using Kubernetes to compute up to 5k+ RPD.
- Modernized legacy engineering application by implementing an intuitive CLI and adding telemetry observability using Prometheus and Grafana.

Microsoft

Software Engineer Intern

June 2022 – Sept 2022

Redmond, WA

- Designed and developed a .NET full-stack application that delivers network metadata to 60+ users.
- Optimized network server latency through strategic improvements to the distributed API architecture using C#.
- Architected a cloud-based integration testing pipeline that dynamically spawns a virtual machine for each regional endpoint in a distributed service to reduce build validation costs.

University of Southern California

Research Assistant

May 2021 – May 2022

Los Angeles, CA

- Assisted technical development of 2D animations used in cognitive and linguistic research projects.
- Created interactive web experiments using JavaScript to render and animate complex movement trajectories in real-time.

PROJECTS

Multithreaded HTTP Server | *Python, Flask*

- Designed HTTP server with RESTful request dispatching and multiple endpoint transaction formats.

Transition-based CFG Parsers | *Haskell*

- Implemented bottom-up, top-down, and left-corner parsers for context-free grammars structured in Chomsky-Normal Form.

Communipute | *Docker, React.js, Python*

- Engineered a platform for TreeHacks at Stanford that enables users to share their compute power with the community and monetize their computer's utilization.

Jedi Language Interpreter | *Scala*

- Developed an interpreter for a novel functional programming language—employing recursive descent parsing, object-oriented design for closures and lambdas, and dynamic/static scoping rules.

TECHNICAL SKILLS

Languages: Rust, Go, TypeScript, C#, Scala, Python, SQL, Haskell, Gremlin, Bash

Technologies: Axum, Tokio, .NET, PostgreSQL, Docker, Kubernetes, Apache Kafka, Unix, GKE, Git, Jsonnet, CI/CD