Bilal Suleman

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EDUCATION

University of Illinois at Chicago   Chicago, IL
Bachelor of Science in Computer Science,   Graduated May 2024
Relevant Coursework: Systems Programming, Cryptography, Computer Algorithms, Data Structures and Algorithms, Computer Design, Languages and Automata, Software Development, Cloud Computing Objects, Machine Learning

TECHNICAL SKILLS

Programming Languages and Tools: Proficient- C/C++, Java, Python; Familiar – HTML/CSS, JavaScript/TypeScript, Swift, SQL, F#, Scala, x86 Assembly, Bash/zsh, git, Xcode, PowerShell, Docker, pip, npm, Agile, Ansible, Maven, Make

WORK EXPERIENCE

Apple   Cupertino, CA
Operations Lab Engineer, *CoreOS*   June 2024 – November 2024
- Deployed hardware across various development stages into the lab and conducted automated build testing, which contributed to near zero queue times for device testing and optimized device availability.
- Developed tools for lab workflow automation using Python and Bash/zsh, which maximized engineer efficiency and contributed to minimal time spent troubleshooting and easier device recovery.
- Collaborated with a team of engineers in bi-weekly Agile sprints to ensure minimal down times, troubleshoot device availability, and discuss automations for current lab workflows to improve efficiency.

Bosch Rexroth   Hoffman Estates, IL
Product Management Intern   November 2022 – September 2023
- Designed, built and tested proprietary hardware demos for use in driving sales using SolidWorks.
- Improved team efficiency via office and document organization and workflow automation.
- Conducted competitive analysis to determine market positioning to optimize sales strategies.

PROJECTS

Content Recommendations (C++)
- Devised an algorithm that determined books, TV shows, and movie recommendations based upon data collected from classmates on current preferences, and then ranking recommendations based on input data.

Search Engine (C++)
- Designed and implemented an algorithm that indexes web pages and can then generate search results mimicking a Google search, utilizing the sets data structure and efficient searching methods.

UIC Maps (C++)
- Developed a navigation application utilizing Graph theory and the OpenStreetMap API that can generate the shortest path and calculate distance traveled between two places on the UIC campus.

Horse Image Recognition (Python, Jupyter Notebook)
- Implemented a Convolutional Neural Network trained on hundreds of images of Horses to then recognize an image of a horse when given input the model has not previously encountered.
- Model prediction accuracy measured as 0.6084 IOU (Intersection over Union)

Anagram Solver (C++)
- Designed an algorithm that can solve anagrams utilizing an English language dictionary and a user prompt containing jumbled text, after which the program outputs the unscrambled word.

EXTRACURICULARS AND ACTIVITIES

- Coordinated meetings and group discussion as well as activities for the Linux Users Group at UIC.
- Participated in events and activities of the Association of Computing and Machinery.
- Registered member of the Institute of Electrical and Electronics Engineers.
- Competed for and mentored new members at the Chess Club.

INTERESTS

Motivated and interested in computers and technology as well as industry trends and shifts; Fluent in Urdu/Hindi; Follows NBA and Premier League; Excited to learn, grow, and explore