Adnan Aman

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EDUCATION

University of California, Berkeley

Bachelor of Arts in Computer Science

Relevant Coursework:

Operating Systems, Machine Learning, Database Systems, Computer Security, Networks, Algorithms, Computer Architecture, Computer Vision, Data Structures, Optimization Models in Engineering, Probability for Data Science

EXPERIENCE

Software Engineer Intern

Microsoft (Azure ML)

- Designed and implemented a large-scale distributed tracing infrastructure using Go and Python for ML inference endpoints, reducing system debugging time by 40% and generating annual operational cost savings of \$500K
- Developed comprehensive service monitoring capabilities by integrating OpenTelemetry SDK with Envoy proxy configurations, enabling end-to-end visibility and enhanced debugging across distributed microservices
- Created a real-time trace visualization and monitoring dashboard supporting 3M requests per second with custom instrumentation layers, decreasing mean time to resolution by 25% for production incidents
- Implemented automated CI/CD pipelines with reusable deployment templates using Azure DevOps, improving deployment reliability by 30% and standardizing release processes across 15+ microservices

Academic Instructor

University of California, Berkeley

- Mentored 200+ students in UC Berkeley's Data Structures course, providing technical guidance in Java
- Conducted weekly office hours and lab sections, helping students debug code and understand core algorithms
- Created supplemental learning materials that improved student project scores by 25% across 4 major assignments

Technical Instructor

August 2021 – January 2022

September 2024 – December 2024

June 2023 – August 2023

Irvine, CA

October 2024

Berkeley, CA

- Mentored 35 students in full-stack Android development through code reviews, achieving 95% completion rate
- Led technical workshops on REST APIs and MVC patterns, resulting in 30% improvement in final project scores
- Developed comprehensive Android development guides used by 150+ students across multiple course sections

PROJECTS

CodePath

Pintos Operating System | C

- Developed an operating system by extending a barebones kernel to support userspace processes, multithreading, and efficient memory management, while handling page faults and implementing synchronization primitives
- Implemented strict priority thread scheduling, alongside efficient timer mechanisms and deadlock avoidance strategies, significantly enhancing system robustness, responsiveness, and performance under different workloads
- Designed and integrated a comprehensive file system with path resolution, buffer cache, hierarchical directories, file extensions, and complete path navigation, optimizing file I/O operations and enhancing system functionality

Talking-Oski | Next.js, React, Tailwind CSS, MongoDB | CalHacks 2024

- Created campus assistant using Next.js and React, enabling real-time voice interactions for visually impaired
- Designed event tracking system with MongoDB, implementing automated scraping of daily campus activities
- Implemented comprehensive speech processing pipeline integrating text-to-speech and voice recognition capabilities

ACTIVITIES AND AWARDS

ValleyHacks 2022: Won 2nd place for developing an interactive blockchain visualization system for crypto education

CSM Mentor: Guided 20+ CS students in data structures and algorithms, maintaining 90% satisfaction rate

CalHacks 2024: Developed an AI-powered campus assistant for events and campus info, used by 100+ students

TECHNICAL SKILLS

Languages: Java (5 yrs), Python (4 yrs), C (3 yrs), Go (2 yrs), TypeScript/Javascript (1 yr), SQL, Rust, x86 Assembly Libraries & Frameworks: React, Next.js, Node.js, Express.js, OpenTelemetry, PyTorch, JUnit Developer Tools: Git, Docker, AWS, Azure, MongoDB, Linux, Valgrind, GDB, Bash Machine Learning: PyTorch, Scikit-Learn, OpenCV, NumPy, Pandas, SciPy

August 2021 – May 2025 GPA: 3.7/4.0

May 2024 - August 2024

Redmond, WA