

Salmaan Rauf

<https://salmaanrauf.dev>

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EDUCATION

California State University Fullerton, Fullerton, CA

Expected Graduation: May 2026

Major: Bachelor of Science, Computer Science

Relevant Coursework: Object Oriented Programming, Data Structures and Algorithms, Linear Algebra, Discrete Mathematics, Software Engineering, Filesystems and Databases (In Progress), Algorithm Engineering(In Progress), Machine Learning(In Progress)

TECHNICAL SKILLS

Programming Languages: C++, Python, React.js, Java, Javascript, NodeJS, HTML, CSS, Typescript

Technologies: Pycharm, GitHub, Git, Firebase API, Maps Embed API, PaLM API, SQL, Tensorflow, Next.js, Pinecone, OpenAI, Natural Language Processing (NLP), Retrieval-Augmented Generation (RAG), GoogleGenerativeAI

EXPERIENCE

Walt Disney, Anaheim, CA

September 2024 - Current

AI Security Researcher

- AI team lead for project 'CHIP-N-DALE'
- Details restricted by NDA

Develop For Good, Remote

May 2024 - September 2024

Software Engineer

- Created React-based web application for non-profit to optimize volunteer distribution using Maps API, enhancing community coverage
- Implemented user authentication and account management with Firebase API, ensuring secure and efficient volunteer information storage
- Collaborated with team to integrate visual mapping, simplifying identification of unmet volunteer needs
- Lead troubleshooting sessions to resolve integration issues, ensuring seamless functionality of the Maps API feature

PROJECTS

RMP_Chat (https://github.com/SalmaanRauf/RMP_RAG)

July 2024 - Current

- Developed a Retrieval-Augmented Generation (RAG) AI assistant for Rate My Professor using Next.js, React, Pinecone, and OpenAI, enhancing response accuracy and context-awareness
- Integrated Pinecone's vector database with OpenAI's language model through RAG to deliver precise, human-like answers to complex user queries
- Currently expanding the project by implementing a web scraper to gather all RateMyProfessor ratings for CSUF, integrating them into the vector database, enabling students to inquire about any professor they may be taking

PantryTracker (<https://inventory-management-seven-lime.vercel.app/>)

July 2024 - Current

- Developed Web Application using React.js and Next.js for efficient pantry management
- Implemented Firebase API for database and user management; deployed MVP to Vercel
- Integrating Computer Vision API for image recognition to automatically identify and add items to pantry
- Planning to incorporate Spoonacular API to suggest recipes based on current pantry inventory

Zenscribe (<https://github.com/noahbei/zenscribe>)

January 2024 - May 2024

- Co-developed Zenscribe, a React-based mental health web app, utilizing Firebase API for user data management and real-time content updates
- Led a team in applying Agile methodologies, including SCRUM framework and comprehensive documentation, to deliver scalable solution for mental health well-being tracking

Wordle (<https://github.com/CSUF-CPSC121L-2023S/hurdle-backend-SalmaanRauf.git>)

February 2023 - May 2023

- Successfully developed the Hurdle game backend in C++, merging object-oriented programming and advanced algorithmic design concepts
- Executed a systematic approach, independently breaking down the project into manageable stages, refining key components like HurdleWords, HurdleState, and HurdleGame, creating a replica of the famous "Wordle" game