

Faheem Saleem

- Portfolio: faheemsaleem.com
- GitHub: [faheem-s27](https://github.com/faheem-s27)
- LinkedIn: [Faheem Saleem](https://www.linkedin.com/in/FaheemSaleem)

- Manchester •
- Driving License •
- faheemsaleemsg@gmail.com •

First-Class Computer Science graduate (**82%**) with a full year of industry experience at Thales, soon to begin an MSc in Artificial Intelligence at the University of Manchester. A dedicated software developer since **2017**, with a portfolio including a published Android app attracting over **50,000 downloads** and a self-hosted cloud server. Proven ability to apply corporate engineering discipline to enhance software reliability, evidenced by executing **400+ test procedures** and resolving over **100+ software defects** during my placement. Seeking a challenging graduate role to leverage this blend of long-term passion and professional experience.

Professional Experience

Systems Integration & Test Intern | Thales

(August 2024 – August 2025)

- Enhanced software reliability for the MMCM project by executing **400+ test procedures** and driving the full resolution lifecycle of **100+ software defects** using Jira and Doors.
- Contributed directly to the software development lifecycle, resolving over **8 critical bugs** and implementing a new UI feature that allowed dynamic screenshot naming, significantly improving user workflow.
- Engineered and deployed a redesigned Grafana monitoring dashboard to improve real-time data visualization, leveraging Prometheus for data sourcing and using Ansible playbooks to automate provisioning.
- Improved system flexibility by refactoring a core module to support multiple image file extensions, making the list of accepted types fully configurable via Ansible to streamline environment updates.
- Ensured 100% operational readiness of critical test environments by performing **12+ major system rig updates**; proactively diagnosed and resolved complex Linux hardware and network conflicts, including PXE boot failures and GPU driver incompatibilities.
- Trained and mentored a team of **2 junior interns** and their direct manager on SI&T processes, test rig operations, and issue tracking, accelerating their onboarding and productivity.

Team Leader | Great Uni Hackathon 2023

(October 2023)

- Led a team in a 24-hour coding challenge, coordinating project workflow and leveraging team member strengths to deliver a functional prototype under a tight deadline.

Mentor and Student Ambassador | Xaverian College

(October 2021 – March 2022)

- Guided fellow students through programming challenges and acted as an ambassador during open college days, engaging with prospective students and families.

Personal Projects

Statics for VALORANT | Android (Kotlin, Jetpack Compose, Firebase, REST APIs)

- Architected and independently published a native Android app exceeding **50,000 downloads** — **25K+** on the Google Play Store (before it was delisted over a couple of its more sensitive features, like agent select) and **25K+** through direct GitHub releases since. Built solo since **2021** in Kotlin and redesigned in Material 3 Expressive.
- Authenticates users via the official Riot Games API (OAuth) and serves real-time match, rank, store and loadout data for PC and console, with an in-app community on Firebase (chat, profiles, friend requests), home-screen widgets, wishlist alerts and a searchable lineups library. Trailer (After Effects): [YouTube](https://www.youtube.com/watch?v=9333333333).

Nature vs Nurture: Generalisable AI in Pac-Man — BSc Dissertation (85%) | Python, PyTorch, NEAT, Gymnasium, Pygame

- Built a complete Pac-Man game and a custom Gymnasium reinforcement-learning environment from scratch, then compared a **Dueling DQN** (deep RL, with prioritised experience replay) against **NEAT** (neuroevolution) on their ability to play procedurally generated mazes never seen during training.
- Designed an **8-stage** difficulty curriculum and an evaluation pipeline with statistical testing. NEAT reached a **37% win rate on 100 unseen mazes** versus **26%** for DQN, demonstrating that training regime matters more than curriculum depth (Mann–Whitney U, $p < 0.001$).

Self-Hosted Cloud & Media Server | Docker, Linux, Android (Kotlin)

- Engineered a 24/7 low-power home server on a Raspberry Pi 5, deploying a containerized suite of services including a NAS (OMV), a private photo cloud (Immich) and a Plex media server, with secure remote access over a Tailscale VPN.
- Developed a bespoke native Android dashboard app, "Pi-View," in Kotlin and Jetpack Compose to monitor and manage the server's services from a clean, mobile-native interface.

For detailed technical write-ups on all my projects, please visit my portfolio: faheemsaleem.com

Technical Skills

- **Languages:** Kotlin, Java, C#, Python, JavaScript, TypeScript, SQL, HTML/CSS, C++, Bash
- **AI & ML:** PyTorch, Reinforcement Learning (DQN, NEAT), Gymnasium, NumPy, pandas, SciPy
- **DevOps & Cloud:** Docker, Ansible, Jenkins, Git, CI/CD, Nginx, Cloudflare (DNS, SSL), Firebase
- **Frameworks & Platforms:** Android (Jetpack Compose, XML), Linux (Red Hat, Ubuntu), React
- **Databases & Data:** PostgreSQL, MySQL, SQLite, REST APIs, Web Scraping, Multithreading
- **Systems & Hardware:** System Integration & Testing (SI&T), Network Troubleshooting (PXE, VLANs), IoT (Arduino, Raspberry Pi)

Education

MSc Artificial Intelligence — The University of Manchester

(September 2026 – September 2027, starting)

- Postgraduate study in artificial intelligence and machine learning.

BSc (Hons) Computer Science with Industrial Placement — Manchester Metropolitan University

(September 2022 – June 2026)

- **First-Class Honours (82%)** — Year 1: **86%**, Year 2: **80%**, Dissertation: **85%**.

A Level — Xaverian College

(September 2020 – June 2022)

- Computer Science, Mathematics, Physics.

GCSEs — Parrs Wood High School

(September 2015 – August 2020)

- **9 GCSEs** (grades 4–7), including Maths, English and Science.