

Syed Yasir

yasirsyed39@outlook.com | linkedin.com/in/syed-y-b6b909189 | github.com/s-syasir | yasirsgarage.org | 425 422 1782

EDUCATION

University of Washington

Seattle, WA

B.S in Electrical Engineering, Department of Electrical and Computer Engineering

PROFESSIONAL EXPERIENCE

The Boeing Company

Everett, WA

Software Engineer

July 2023 – Present

- Built a full-stack application (.NET C#, Next.js, React) for Boeing's internal Network File Sharing (NFS) system, giving 30+ airline customers remote access to software updates and log files across all airplane models without a technician on-site.
- Designed a Python Flask and SQLite application to map luggage tags from check-in to cargo bay, targeting the \$2B/year industry cost of mishandled luggage; currently in development ahead of field rollout.
- Automated remote updates for 200+ devices with rollback on failure and version compatibility checks, saving mechanics hours of manual data-load time per cycle.

The Boeing Company

Long Beach, CA

Electrical Engineering Intern

June 2022 – September 2022

- Automated documentation formatting and organization for the 777X docs server using Python and DXL (DOORS Extension Language), replacing manual upkeep.
- Debugged the release 1.0 integration of an internally-developed Flight Management Computer, built to compete with the incumbent supplier's FMC, ensuring proper display integration on the 737 Max.

The Boeing Company

Long Beach, CA

Software Engineering Intern

June 2021 – September 2021

- Designed Bash and Python programs to parse and cross-reference over 70 historical flights (1960-1990) with modern flight data, identifying whether sensor faults seen on the current aircraft also appeared on the previous generation.
- Cut CFD turnaround time on spoiler simulations ~4x (2-day jobs down to a half-day) by multithreading the pipeline in Python and Bash, removing legacy sequential bottlenecks.

PROJECTS

Swish Robotics (Accel-backed startup)

San Francisco, CA

Part-Time Engineer

July 2024 – May 2025

- Built C++ firmware and Python software controlling a prototype meal-cooking robot's motors, stovetop, and servos.
- Trained an AI camera model on the NVIDIA Jetson to identify raw meats (chicken, beef, pork) and drive per-piece servo decisions, flipping or skipping each piece based on how cooked it was.
- Designed and assembled the prototype's PCBs, replacing a breadboard of jumper wires with a proper power and data backbone: converting wall power, bridging 12V/5V systems, and carrying low-frequency data between subsystems.

MeasureARr

[GitHub](#)

Personal Project

August 2025

- Built an Android distance-measuring app using an on-device monocular depth model (Depth Anything V2, ONNX Runtime) and OpenCV plane detection, no ARCore or Play Services required.
- Corrected ~2-3x close-range depth overestimation to $\pm 10\text{-}20\%$ accuracy via edge-aware median sampling and per-device calibration.

SKILLS

Programming: C#, C, C++, Dart, JavaScript, TypeScript

Frameworks & Tools: .NET, React, Next.js, React Native, Flutter, Git, SQLite

Infrastructure: Ansible, Docker, Proxmox, Nginx, Self-hosted systems design

Engineering: Soldering, FreeCAD, KiCAD, PCB Layout, SystemVerilog HDL, FPGA, LTSPICE

Languages: Workable French, fluent Hindi, fluent Urdu