

MUTI M. SHUMAN

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Summary/Objective

AI/ML Computer Science engineer specializing in C++, Python, and full-stack embedded solutions. Brings 3+ years of experience in advanced systems troubleshooting and team leadership at Apple.

EDUCATION

Santa Clara University

Master of Science Artificial Intelligence & Machine Learning

Santa Clara, CA

Expected September 2026

Santa Clara University

Bachelor of Science Computer Science & Engineering

Santa Clara, CA

December 2025

- **Relevant Courses:** Embedded & Low-Level Systems • Computer Architecture & Verilog • Advanced Problem solving & Data Structures (C/C++) • IoT Networks • Machine Learning • Web Development

College of San Mateo

Associate of Science (3): Engineering; Computer & Information Science; Mathematics

San Mateo, CA

June 2023

Honors: Deans list, Honor Roll

PROFESSIONAL EXPERIENCE

Apple

Stanford, CA

Genius Technician

Jul 2021 – Present

- Diagnosed and repaired 20+ Apple devices per day using proprietary diagnostic suites and hardware/firmware troubleshooting techniques, ensuring peak device reliability.
- Led and mentored a 10-member team, driving a 35% boost in repair efficiency by implementing new diagnostic workflows and data-driven analysis, achieving top priority metrics in the region.

Software Engineering Internship Sequoia Networks

Cupertino, CA

Intern Engineer

April 2023 – July 2023

- Engineered and maintained multi-client data server integrations, troubleshooting complex issues across hardware/software systems in real time production environments.
- Automated hardware testing and performance logging using custom Python scripts, reducing testing time by 40% and standardizing workflows.

PROJECTS

[AI Gesture Detection Research/Publication](#) (full-stack)

Santa Clara, CA

Senior Design Team Lead

June 2024 – June 2025

- Spearheaded development of a full-stack AI powered Gesture Recognition Device (GRD) aiding a school of children with Autism to complete daily tasks, combining embedded firmware, ML model training, and assistive design.
 - Developed C++ firmware and Python data pipelines for sensor/gesture input, leveraging soldering and 3D-printed components to deliver a durable, production ready prototype.
 - Wrote and optimized 10+ automation scripts to build a 5,000-sample gesture dataset, enabling real-time ML model training and accuracy above 90%.
 - Developed an IOS application utilizing Swift for tracking tasks and assigning different tasks per device.
- Tools Used: Tensorflow, Python, C++, SwiftUI, CoreBluetooth, Linux, Fusion 360

[Personal Web Server](#)

Redwood City, CA

Owner & Developer

August 2024

- Built, secured, and deployed a self hosted web server on Raspberry Pi 5, showcasing full-stack DevOps, Linux administration, and best cybersecurity practices.
- Automated daily server health checks and real time mobile alerts, integrating fail2ban and custom firewall rules to proactively block threats.
- Configured a hardened firewall and integrated REST APIs for email notifications, and remote management dashboards.

SKILLS | INTERESTS | CLUBS

Skills: C++ • C • Python • TypeScript • HTML • CSS • MatLab • Prompt Engineering • Assembly • Verilog • Swift

Tools: GitHub • Tensorflow • Pytorch • Docker • Soldering • 3D printing • SQL • Unit testing • Excel • Fusion 360 • Linux

Clubs: & Hobbies ACM • IEEE • College Varsity Basketball • Gaming • Volunteering • Coding • Inventing • Cars

Languages: English (native) • Spanish (intermediate) • Arabic (intermediate)