Abhijith Saji

AI engineer

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# Professional Summary

Dedicated AI Engineer skilled in both AI development and deployment. Expertise in building end to end solutions for machine learning models, natural language processing and computer vision for back-end systems and intuitive front-end interfaces

# Key Skills

**AI & Machine Learning**: PyTorch, TensorFlow, Hugging Face NLP, OpenCV

**Front-End**: React, JavaScript, Figma

**Back-End**: Python, Node.js

**Databases**: Oracle SQL, MongoDB

**Cloud Deployment**: AWS, Docker

**Source Control & Collaboration**: Git, GitHub

# Work Experience

## Crew Member, Burger King (Jan 2023 – Present)

* Delivered excellent customer service by professionally handling orders and addressing customer inquiries.
* Took responsibility for various kitchen operations, including food preparation, inventory management, and upholding hygiene standards.

## Warehouse Worker, Yodel (Nov 2022 – Dec 2022)

* Collaborated effectively with colleagues to maintain a seamless workflow and achieve daily operational goals in a dynamic setting.
* Ensured accurate and timely parcel sorting and distribution, contributing to smooth workflow

# Projects

**AI Pocket Tutor**

## An AI powered learning assistant designed to help users to break down complex topics with an Interactive conversation and personalized test

## Technologies: Python, Hugging Face, PyTorch, Whisper, React, AWS

* Developed various modules to handle documents and images
* Used NLP models to have summarization and question answering
* Implemented multimodal data processing to for the AI to have an enhance understanding of context
* Build conversational capabilities
* Implemented TTS and STT for real time conversation with the AI

## Air Canvas

## A real-time drawing application that uses hand movements and gestures for interactive control

## Technologies: Python, OpenCV, Mediapipe

* Implemented gesture recognition for drawing, erasing, and selecting options
* Designed various tools for to adjust the brush size and color

## Air Mouse

## A gesture-controlled program to control the cursor using hand gestures

## Technologies: Python, OpenCV, Mediapipe, PyAutoGUI

* Implemented various gesture controls for all the functionalities of a mouse
* Optimized the program to have fast response time

## Dion

## A web app for a CRM platform to provide a seamless user experience.

## Technologies: React, JavaScript, Vite

* Developed a modular and customizable design using react components
* Utilized build tools like Vite for faster development
* Implemented responsive design to have a consistent experience on various screen services

## Venzini Fanatic

## A UI/UX design for a website to host car meetings, shop cars, shop parts for cars and to find and book car events

## Technologies: Figma

* Created a series of webpage designs with custom animations for a great user experience
* Developed reusable design systems and component libraries

# Education

## University of Hertfordshire 2022 - Present

Course: BSc (Hons) Computer Science (Artificial Intelligence)

Currently studying in third year primary learning modules on Advanced AI, Social and Collective AI, Robotics, Software Architecture

Completed modules on learning multiple programming languages and databases, understanding data structures logic gates, and working on site working with computer networks and IoT devices.

## Montfort School Anakkara, India 2018 - 2021

Major: Mathematics, Computer Science

Achieved a score of 90 in Computer Science, Developed foundational skills in Python, MySQL, cybersecurity, and calculus

# Soft Skills

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| --- | --- |
| * Time management | * Communication |
| * Problem solving | * Leadership |
| * Critical thinking | * Adaptability |
| * Fast learning | * Statistics |