

DHRUV SAGRE

Ontario, Canada

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Education

Western University

Bachelor of Engineering in Software Engineering

Sep. 2020 – May 2024

London, Ontario

- Dean's Honor List (2022-2024)

Relevant Coursework

- | | | | |
|------------------------|-----------------------|---------------------------|-----------------------|
| • Data Structures | • Algorithm Analysis | • Artificial Intelligence | • Systems Programming |
| • Software Methodology | • Database Management | • Internet Technology | • Game Design |

Experience

AIR Studio

Software Developer

January 2025 – Present

Hybrid, Toronto, Canada

- As a Software Developer at AIR Studio, I've had the opportunity to develop and deploy 3+ scalable applications used by more than 30 clients, which include an AI and large language models to fintech platforms.
- Some of the projects I undertook at the company include an AI-Powered Virtual Try-On Web App that increased user engagement by 60% in internal testing, Streaming Integration for Proprietary LLMs, and Crypto Trading Platform Enhancements.

Outlier AI

Freelance AI Model Evaluator

Oct 2024 – May 2025

Remote, Canada

- As an evaluator at Outlier my goal would be to enhance the performance of cutting-edge generative AI models by providing expert human feedback.
- I also engaged in diverse projects aimed at refining AI-driven coding capabilities and improving language model outputs.

Secure Authorities

May 2023 – August 2023

Backend Developer

Remote, Canada

- Designed and fully implemented the database for an e-commerce website using new implementation technologies mainly found in the T3 Stack such as Typescript, MySQL, and Prisma.
- Learned about the workflow and communication required when working on a company project that is extremely time sensitive.

Projects

Bell Artificial Intelligence Technician | Python, PyTorch, Numpy, Angular, Typescript, GCP, NoSQL

March 2024

- B.A.I.T. is a tool for Bell technicians and customers which allows them to resolve issues related to billing, routers, BELL software, products and more.
- Created NLP model achieving 80% accuracy in intent recognition across 4 integrated AI subsystems which included a billing parser, documentation identifier, image classification, and an image captioning model. The NLP model I designed gathered the data received and created a relevant query for the model I trained on tech-support data to return a solution.

Screen Sight | Python, Jupyter, Computer Vision, Augmented Reality, Virtual Reality

March 2024

- Screen Sight is a tool I envisioned along with a group to address the current limitations of pass-through mode in modern virtual reality (VR) headsets. Mainly when using devices such as a smartphone.
- Implemented masking techniques using AI to help mask where the smartphone is on the video feed of the VR headset, which helps position the phone screen overlay on top of the phone.

UWOutlines | Angular, JavaScript, MySQL, OpenAI API, Node.js, Back-End Web Development

April 2023

- UWOutlines is robust web-app for editing and managing university course outlines, created for use by faculty and administrators at the University of Western Ontario.
- Led the backend development of the web-app. This included designing and implementing RESTful APIs, managing user authentication and permissions, integrating ChatGPT with the editing system, and building infrastructure for feedback, notification, and requisite management systems while ensuring data security, system reliability, and maintainability.

Technical Skills

Languages: Typescript/Javascript, Python, C++, CSharp, ARM Assembly, Java, HTML, SCSS/CSS, SQL

Developer Tools: VS Code, Unity, Unreal Engine, Google Cloud Platform, AWS, Jupyter, Git, React, MySQL, Microsoft Office Suite

Technologies/Frameworks: Linux, GitHub, WordPress, Angular, Express.js, PyTorch, Numpy, Pandas, Node.js, TensorFlow