Mohit Gedela

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EDUCATION

McMaster University   Hamilton, Ontario
BEng in Software Engineering (Co-op)   *Expected Graduation: April-2028*
- *GPA: 10.0/12.0 (3.7/4.0)*
- *Dean's Honour List (Awarded to students with a minimum of 9.5 / 12.0 GPA*

TECHNICAL SKILLS

Technical Skills: Python, Java, HTML, CSS, JavaScript, TypeScript, Excel, Word, Git/GitHub, Quartus, Verilog, Docker, Kubernetes, C, Linux, Bash/Shell Scripting, Matlab

Libraries : Flask, Streamlit, Firebase, Apache, Next.js

Frameworks:React.js, OpenCV, DeepFace, Pillow, NumPy, Pandas, scikit-learn, MediaPipe, Pickle

EXPERIENCE

Ridan 3D Industries   December 2025 – Present
AI & 3D Modeling Systems Intern   *Oakville, ON*
- Built an **AI-assisted 3D modeling prototype**, with **Three.js/WebGL** supporting procedural shape generation and real-time geometry and mesh refinement suggestions.
- Implemented a **rule-based + RAG-driven** design assistant that retrieves modeling constraints and best practices to suggest topology optimizations and parametric design variations.

LingoSpace   Nov 2025 – Present
AI Onboarding Intern   *Calgary, AB*
- **Optimized multimodal AI generation pipelines** for ESL edutainment, improving text and image output relevance while **reducing image generation costs by 60%** by replacing **DALL·E 3** with **Nano Banana Pro**.
- **Improved brand-aligned illustration quality by 25%** through **prompt engineering**, output evaluation frameworks and ongoing **style fine-tuning** for scalable practice content generation.

GastroTrackAI   Mar 2025 – Jun 2025
Software Engineer Intern   *Online, ON*
- Engineered scalable backend components with **Flask** and **TypeScript**, accelerating **feature delivery by 30%.**
- Integrated a **user notification system** that utilized **Firebase** for tracking user inactivity, reducing **drop-off rates by 20%**.
- Fixed **15+ critical bugs** and **documented key updates**, enhancing stability and user experience.
- Implemented **UberEats API** and **REST APIs** to log over **100+ food items** for nutrient intakes and **enabling personalized insights**.

PROJECTS

LevelUp | *GitHub*   Aug 2025
- Engineered a **AI full-stack Next.js** app enabling users to upload their files and receive personalized quizzes tailored to their interests.
- Integrated **Gemini LLM** to generate quizzes, utilized **REST API endpoints** to manage dynamic quiz generation and **React.js**, **TailwindCSS** for the frontend.

Moodify | *GitHub*   Jul 2025
- Developed a **Python application** that **detects** a user's **real-time emotion** by implementing **OpenCV** and **Pillow** to enhance the image and **DeepFace** and **Numpy** to detect the emotions.
- Integrated **Streamlit** for a **responsive UI** and **deployment**, and utilized **Spotify's Web API** to fetch and **curate** a **playlist** based on the emotion.

Java Battle Ship Game | *GitHub*   Jul 2023
- Developed an **interactive Battleship-style game** using math concepts **(coordinates, slopes, inequalities)** to enhance student learning through gamified problem-solving .
- Built using **object-oriented programming** to manage logic, difficulty, and visual feedback for math learning.