

ROHAN SONI

Software Engineer

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https://github.com/RohanSoni-02 Melbourne, Australia

EDUCATION

Bachelor of Computer Science (Software Development)

Swinburne University Of Technology

03/2021 - 12/2023 Melbourne, Australia

- Grade: High Distinction

WORK EXPERIENCE

Junior Software Developer

Smart Ping AI

03/2024 - 01/2025

(Empowers businesses with multi-channel communication solutions through UCaaS suite)

- Leveraged the Panoramisk library in Python to interface with the Asterisk Manager Interface (AMI), enabling real-time management of PBX operations, including channel monitoring, call origination, call handling, and extension management.
- Deployed AstmanProxy to load balance AMI connections, enhancing the performance and reliability of the Asterisk PBX system under high traffic conditions and multiple clients.

ChatGPT Developer Intern

AML Cloud

02/2023 - 05/2023

(Simplifies AML/CTF requirements)

- Assisted in the development of an Anti-Money Laundering (AML) software, using Python and text-davinci-003 GPT model to perform name matching and sanction screening.
- Assisted in development of a MachinaeAI to execute saved ChatGPT code, showcasing real-time outputs on the screen, enhancing debugging and code testing processes.

Mobile Application Developer Intern

Doodle Pty Ltd

08/2022 - 11/2022

(Product/service providers including restaurants and cloud kitchens operators)

- Conceptualised and developed a mobile application using React Native, showcasing adaptability to modern frameworks and libraries.
- Integrated Shopify storefront API into the mobile app, providing users with a seamless online shopping experience

Software Developer Intern

Quadrant Televentures Limited

11/2021 - 12/2021

(Operates telecommunication networks, markets mobile and internet access)

- Assisted in development and testing of the IVR (Interactive Voice Response) system.
- Implement voice recognition and text-to-speech conversion features.

PROJECTS

Video Image Analysis For Object Detection And Tracking

08/2023 - 10/2023

Web application that allows users to upload videos containing fish, which are then analyzed using a machine-learning model for object detection and tracking. The processed video can be downloaded with bounding boxes showing the detected objects. The application also provides statistics derived from the processed video.

CyberPython: Smart AI snake game

05/2023 - 07/2023

Classic Snake game, enhanced with the use of AI techniques, specifically A*, BFS and DFS search. The game simulates a cybernetic snake's journey through a grid-based world, attempting to eat as many apples as possible on the map.

SwinAdventure GUI

09/2021 - 11/2021

In this C# game, players navigate a world composed of interconnected locations or rooms. They can move between these locations using directional paths (north, south, east, west, etc.) Each world features a unique title, a descriptive narrative, and multiple pathways for exploration. Locations may contain various interactive items that players can collect, pick up, and use throughout their journey.

SUMMARY

Detail-oriented and analytical Computer Science graduate with a strong foundation in designing, developing, and optimizing high-performance software solutions. Skilled in building scalable and efficient systems, with a sharp aptitude for dissecting complex problems and delivering innovative, impactful solutions.

TECHNICAL SKILLS

Programming, Tools and Frameworks

C++ C# Python Kotlin PHP Ruby

Java EE Amazon Web Services

AWS Cloud Foundations Arduino

ARM Assembly Raspberry Pi Git

GPT-4 API Autodesk Maya

Windows Server 2016 Active Directory

Adobe Photoshop Adobe XD

Web Development




HTML CSS JavaScript React.js

React Three Fiber Three.js

Databases

MongoDB MySQL

KEY ACHIEVEMENTS

-  **Top Student**
One of the Top Students - Semester 1 / 2 2021, 2022, 2023 : Issued by Professor Chris Pilgrim
-  **Swinburne International Excellence Scholarship - 75%**
-  **Swinburne Emerging Leader**