

Rutwik Muley

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SUMMARY

Detail-oriented **Artificial Intelligence** student with a published **IEEE research paper**. Proven ability to deliver **full-stack applications** and completed projects, demonstrated through the development of a linguistic database for an under-resourced language and a published game. Seeking to apply skills in **Python**, **NLP**, and **backend development** to solve challenging problems.

EDUCATION

G.H. Raisoni College of Engineering and Management
Bachelor of Technology in Artificial Intelligence; CGPA: 8.96/10.0
Champavati Junior College
Higher Secondary Education (HSC); Percentage: 78.5%

Nagpur, India
2023 – 2027 (*Expected*)
Beed, India
2020 – 2022

PROJECTS

NoteDeck | *Python (Flask), Vanilla JS, PostgreSQL, Supabase, Google AI, OpenRouter*

- Developed **NoteDeck**, a full-stack, AI-powered web application that generates interactive flashcards from user notes, PDFs, and web articles to enhance learning efficiency.
- Engineered a robust **Python (Flask) backend** to manage user authentication, data persistence with **PostgreSQL**, and seamless integration with multiple AI models (**Google Gemini**, **OpenRouter**).
- Built a responsive and modern **vanilla JavaScript frontend** featuring rich content support (Markdown, LaTeX, code highlighting) and a tiered subscription model with **Razorpay** for payment processing.

Broadband-Digital | *Python (Flask), Tailwind CSS, Jinja*

- Developed a comprehensive, full-stack web application for a local broadband service provider, enabling customers to browse the service online.
- Implemented key user-facing features, including new connection requests, browsing service plans, and secure online payment processing with custom payment gateway.
- Constructed the application using a **Flask** backend, with a responsive and modern frontend styled with **Tailwind CSS** and templated with **Jinja**.

Gondi WordNet | *Python (Flask), PostgreSQL, NLP, Render*

- Architected** a comprehensive linguistic database (**WordNet**) for the under-resourced Gondi language to advance **computational linguistics** research.
- Engineered** and **deployed** a **full-stack web application** providing a public-facing UI for data interaction, available at gondi-wordnet.onrender.com.
- Authored** a research paper on the project, resulting in **publication** in a 2024 **IEEE** international conference.

Endless Cube Runner Game | *Unity3D, C#* | [view on itch.io](#)

- Engineered** a **3D endless runner game** in **Unity3D/C#**, handling all aspects from physics to UI design.
- Spearheaded** the project from concept to **deployment** on itch.io within a demanding one-week timeframe.

PUBLICATIONS

Gondi WordNet | *IEEE Xplore*

Dec 2024

- Authored a paper on the Gondi WordNet's **architecture** and **implementation**, **published** in the proceedings of the **2024 International Conference on Artificial Intelligence and Quantum Computation-Based Sensor Application (ICAIQSA)**.

TECHNICAL SKILLS

Languages: Python, JavaScript, Java, C, C#, HTML/CSS, SQL

Frameworks & Libraries: Flask, Tailwind CSS, PyMuPDF, newspaper3k, Marked.js, KaTeX, Prism.js

Databases: PostgreSQL

Developer Tools: Git, GitHub, Unity3D, Google Colab, Vite

Cloud, Auth, & Payments: Supabase, Vercel, Render, Razorpay

Areas of Interest: Artificial Intelligence, Machine Learning, Backend Development, NLP

ACHIEVEMENTS & EXTRACURRICULARS

Completed 2 levels of examination in Indian Classical Music (Harmonium), demonstrating nine years of disciplined practice.