SUJAY PATIL

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Education

University of Glasgow   **Sep. 2021 – June 2025**
BSc (Hons) Computing Science   *Glasgow, UK*

Relevant Courses: Algorithms and Data Structures, Object Oriented Software Engineering, Web Application Development, Robotics, Database Systems, Data Fundamental, Systems Programming, Cyber Security Fundamentals, Mobile HCI

Experience

loopsio   **Feb 2024 – Present**
AI Software Engineer   *Glasgow, UK*

- Developing an AI-driven module app to interpret business queries for the University of Strathclyde.
- Utilizing conversational AI, to reduce manual intervention by staff in the enquiry handling process
- Managing the entire backend server of the project using Django, ensuring robust and scalable infrastructure.
- Utilizing Postman API to thoroughly test API endpoints to guarantee reliable and effective integration.
- Technologies used: Python, Django REST, SQLite, Postman API, OpenAI Products, Git

GU Orbit   **Sep 2022 – Present**
Software Engineer   *Glasgow, UK*

- Developed Python and C++ scripts and interfaced BMP180 sensors to Rasberry Pi with i2c connection.
- Currently developing the prototype of the processing pipeline to be deployed on a aerial testing platform.
- Member of the Astraeus-01 satellite mission, a four-year CubeSat journey to an early Sun-Synchronous Orbit.
- Technologies used: C++, Python, Docker, Raspberry Pi, Git

RadicalX   **Oct 2023 – Dec 2023**
Artificial Intelligence Engineer   *Remote (New York, USA)*

- Developed a design evaluator driven by AI, where users input PDF design, and our AI assesses and gives comments.
- Built an AI-powered interview preparation tool for those getting ready for a job interview in data analytics.
- Placed third in the RadicalX AI Innovation Challenge.
- Enhanced the internal RadicalX chatbot RexAI with more capabilities.
- Technologies used: Python, OpenAI Products, LangChain, Streamlit, Google Vertex AI, HTML, CSS, Javascript, Git

Projects

Project Gundam | *Unity, C#*   **Ongoing**

- For my Year 3 project, I'm collaborating with a group to develop a mobile augmented reality app for the UofG gaming lab using Unity and C#. The software is currently under development and should be completed by March 2024. In June, it will be on show at the next Scottish Exhibition Centre event. Link: https://stgit.dcs.gla.ac.uk/team-project-h/2023/sh36/sh36-project

Interview Prep AI | *Python, Streamlit, Whisper, LangChain, Large Language Models*   **December 2023**

- In collaboration with a few of the guys, I created an interview prep guide for anyone preparing for a data analytics interview. The application gives the user the option to either ask questions without requiring the user to upload their resume or to upload their resume and receive questions specifically suited to it.

AudioScribe | *Streamlit, OpenAI, WhisperAPI*   **October 2023**

- I developed a web application with Streamlit and OpenAI to help me transcribing the audio from my university lectures. The user can also download the transcription in TXT, PDF, and DOCX forms at a later time. This programme transcribes audio files using OpenAI's Whisper model.

Froggr | *HTML, CSS, JavaScript, Django, Bootstrap, jQuery*   **March 2023**

- As part of my Year 2 project, I worked with a team to develop Froggr, a blogging web application. Django, Bootstrap, jQuery, and many other technologies were used. The project was graded an A1.

Technical Profile

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

Frameworks: Django REST, Flask, jQuery, NumPy, Unity, LangChain, ROS (Robot Operating System)

Technical skills: Web Application Development, Design Patterns, Mobile AR Development, Object-Oriented Programming, Database Modeling, Data Structures and Algorithms, Unit Testing, MySQL, Git, Human-Computer Interaction, Linux, Prompt Engineering, Large Language Models, Problem Solving, Deep Learning, Figma, pgAdmin