

# 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

### loosio

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
- The process is as follows: Enquiry → Gen AI → Web UI → Email sent to customer
- Technologies used: Python, Express.js, Nginx, PostgreSQL, React, OpenAI Products, Git

### GU Orbit

Sep 2022 – Present

Software Engineer

Glasgow, UK

- Contributed to the Cloudview Balloon Launch project by developing Python and C++ scripts and interfaced BMP180 sensors to Raspberry 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, Whisper

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, 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