

SUJAY PATIL

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Education

University of Glasgow

Sep 2021 – July 2026

Master of Science - MSci in Computing Science

Glasgow, UK

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

Experience

GU Orbit

Sep 2022 – Present

Software Engineer

Glasgow, Scotland, UK

- Developed the prototype of the processing pipeline to be deployed on an aerial testing platform.
- Developed Python and C++ scripts and interfaced BMP180 sensors to Raspberry Pi with i2c connection.
- Successfully completed the CloudView balloon launch. The trip lasted 3 hours and sent back large amounts of data.
- 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

National Manufacturing Institute Scotland

May 2024 – Aug 2024

Software Engineer Intern

Paisley, Scotland, UK

- Developed an AI system that can read, extract, and classify invoice data to carry out comprehensive carbon accounting.
- Integrated all Scope 3 emission categories based on the GHG protocol, alongside full carbon accounting functions.
- Developed and deployed a detailed reporting module capable of generating reports based on GHG protocol categories.
- Conducted frequent progress meetings, testing, and handled project phases to ensure on-time completion.
- Technologies used: Python, Django, React.js, OpenAI API, Figma, Git

loopsio

Feb 2024 – Apr 2024

Back End Developer

Glasgow, Scotland, UK

- Developed an AI-driven module app to interpret business queries for the University of Strathclyde.
- Utilized conversational AI, to reduce manual intervention by staff in the enquiry handling process
- Managed the entire backend server of the project using Django, making sure that the infrastructure is strong and flexible
- Technologies used: Python, Django, OpenAI API, Git

Radical AI

Oct 2023 – Jan 2024

Artificial Intelligence Engineer

Remote

- 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.
- Enhanced the internal Radical AI chatbot RexAI with more capabilities.
- Technologies used: Python, OpenAI Products, LangChain, Streamlit, Google Vertex AI, HTML, CSS, JavaScript, Git

Projects

UofG Gaming Lab - Project Gundam | *Unity, C#*

March 2024

- Worked with a team to develop a mobile augmented reality application for the UofG gaming lab using Unity and C#. By encouraging WorldCon 2024 participants, to explore Glasgow, this app aims to enhance visitors' experiences of the city. In addition the app also provides the user with a compass that indicates their distance from the Gundam model and a Gundam tracker that keeps track of all the Gundam models they have spotted, Project Gundam spawns several sorts of Gundam Models (along with a quiz, and a description box containing information about the Gundam) across Glasgow.

Interview Prep AI | *Python, Streamlit, Whisper, LangChain*

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.

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

March 2023

- Built a blogging web application that enables users to create and submit blogs on any subject they want. In addition, the app lets users see all of the blogs that other users have submitted, follow other users, and register for an account. Numerous technologies, including jQuery, Bootstrap, and Django, were employed.

Technical Profile

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

Frameworks: Django, Flask, React.js, jQuery, NumPy, Unity, LangChain, ROS (Robot Operating System)

Technical skills: Git, Full-Stack Development, Design Patterns, Mobile AR Development, Object-Oriented Programming, Database Modeling, Unit Testing, Human-Computer Interaction, Data Engineering, Figma, Project Management, Documentation, LaTeX, Data Analysis, Microsoft Products