

# Suyash Nagumalli

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AI Software Engineer generalist with 2+ years of experience building production-grade LLM applications, full-stack systems, and user-centric tools at corporations and startups. Proficient in Python, SQL, AWS and modern AI/ML stacks. Delivering scalable, intelligent, intuitive products with industry-standard design thinking and security best practices. Self-starter and hard worker. Graduated from a top 5 CS school in USA.

## SKILLS

**Languages:** Proficient: Python(7yrs), SQL(4yrs), TypeScript/JavaScript(1yr), C++(1yr) Intermediate: C#(1yr), Java(1yr), Swift(1yr), Go(1yr)

**Technologies:** MCP, Claude Code, AWS, GCP, Docker, Git, Jenkins CI/CD, Postman, Agile, Jira, HuggingFace, TensorFlow, PyTorch, NumPy, Pandas, SQL, Supabase, Neo4j, ELK, ElasticsearchDB, FastAPI, Streamlit, React, Angular, Flutter, Swift, Unity, VR, Figma

## EXPERIENCE

AbbVie	Chicago, IL	
<b>AI Software Engineer</b>		<b>Aug 2023 - Present</b>
• Building fullstack React+Vite genAI tool using Figma MCP, Claude Code, AWS to 2x accelerate clinical breakthroughs		
• Shipped a prompt management FastAPI+ElasticsearchDB+Streamlit+AWS web app leading to \$2 million contract with vendor		
• Led a cross-functional design initiative with UI/UX experts and vendor's engineers, delivering to 10000+ AbbVie employees		
• Created Neo4J knowledge graphs and vector indexes and improved the RAG system with Graph RAG by 26% Rouge-L accuracy		
• Developed a dual-LLM chatbot that supports multi-prompting, saving 30 secs per query, boosting daily productivity by 50 minutes		
• (part-time during schoolears and breaks, full-time starting May 2025)		
AbbVie	Champaign, IL	
<b>VR Software Engineer - Contractor</b>		<b>Jan 2023 – Jul 2023</b>
• Built a VR module for doctors to converse with eight underrepresented AI patients, used in DEI training by 10+ clinicians		
• Optimized LLM response generation pipeline, reducing latency from 7 seconds down to 800ms		
• (Part-time during schoolears and breaks, full-time during summer 2023)		
Beulr	Remote	
<b>Frontend Software Engineer – Contractor</b>		<b>Dec 2021 – Apr 2022</b>
• Developed and shipped the full calendar list view in ReactJS to enable Zoom bot scheduling for 92,000 active users		
• Built under tight deadlines in the lead-up to the CEO's Shark Tank <a href="#">pitch</a> supporting traffic surge after 1.5M+ views		
Showingly	Denver, Colorado	
<b>Software Engineer Intern</b>		<b>Jun 2021 – Aug 2021</b>
• Designed and built a CRM using ReactJS, MongoDB, and Agile methodology, for managing 1000+ MLS agent records		
• Learned React-Redux, Git, Scrum, and coding best practices and submitted 12 Pull Requests as a freshman intern		

## PROJECTS

<b>Spndmate.com</b>	<b>Aug 2025 - Present</b>
• SMS AI Automation Agent for detailed expense tracking and chatbot-like question answering MVP in Beta release	
• Built using Twilio, Supabase, Python, Cursor, OpenAI API, Google Sheets API, Google Auth	
<b>Stealth Startup</b>	<b>Jun 2025 - Present</b>
• Built a zero-to-one iOS social app using Swift, FastAPI, Supabase, and AWS; released via TestFlight for Beta release	
• Leveraged Cursor AI Code Editor; 64,449 lines of agent edits; rapidly shipped Auth, Posts, Likes, Friends, Search, under 4 weeks	
<b>Improving RAG Retrieval methods</b>   LLM post pre-training CS 598 Project (~70 hours) <a href="#">link</a>	<b>Oct - Dec 2024</b>
• Comprehensive literature review, explored limitations, proposed hybrid retrieval approach combining CDE and graph RAG	
• Preliminary results show graph RAG (2024) outperforms CDE (2024) and RAG (2020) by 30% on Rouge-L F1 score	
<b>Considerthis.ai</b>   UC Berkeley AI Hackathon (~30 hours) <a href="#">link</a>	<b>Jul 2024</b>
• An emotionally intelligent multi-agent conversation tool used by educators to empower students to stay curious	
• Built using Supabase, Hume.ai, reactJS to successfully collaborate with UCBerkeley, UWashington and CUBoulder students	
<b>Spotify LED Controller</b>   Internet of Things CS 437 Project (~30 hours) <a href="#">link</a>	<b>May 2023</b>
• Program to sync LED lights to song playing on Spotify, enhancing user immersion; successfully tested with 30+ songs	
• Written in Go on Raspberry Pi; uses Spotify API, Bluetooth, and a custom album-art based coloring algorithm	

## EDUCATION

**University of Illinois at Urbana-Champaign**

Master of Computer Science

Bachelor of Science in Computer Science with Honors

**Relevant Coursework:** Data Structures, Algorithms, Machine Learning, Deep Learning, Software Engineering, LLM post pre-training, Artificial Intelligence, UI Design, Database Systems, CUDA Programming, Computer Security and Networks, Internet of Things, Compilers

## ACTIVITIES

<b>Emergent Abilities of LLMs papers</b> / Led 90-minute presentation and discussion of two papers with 10 LLM researchers	<b>2024</b>
<b>Python Private Tutor</b> / taught Python basics to three sixth graders; Received positive feedback and praise from parents	<b>2024</b>
<b>Engineering Open House Volunteer</b> / strong leadership skills in engaging 50+ middle-schoolers and parents	<b>2024</b>
<b>First place Hackathon Winner</b> / PowerBI & Data Analytics project with AbbVie / ~50 competitors	<b>2024</b>
<b>Athletics</b> / Ran three half-marathons with a PR of 2:14 hours / perseverance and consistency of training	<b>2024</b>