# SUJAL BOLIA

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### **EDUCATION**

### University of British Columbia

Vancouver, BC

Bachelor of Science in Computer Science

Sep 2020 - May 2024

Courses: Advanced Algorithms (DSA), Cloud Computing, Randomized Algorithms, Hardware & OS, Theory of Computing

### EXPERIENCE

IIT Bombay

July 2024 – Present

### Machine Learning Engineer (Contract)

Mumbai, MH

- Innovated a universal ML deployment and testing framework, reducing model evaluation time by 30% and allowing researchers to assess models without code alterations
- Built a streamlined Docker image to containerize the ML framework, reducing setup time by 40%
- Implemented advanced explainable AI techniques in complex models, uncovering hidden biases and patterns, directly influencing data collection and enhancing model transparency
- Leveraged LLM models to supplement explainable AI results, boosting model understandability
- Engineered and fine-tuned a novel transformer-based model, achieving an IoU score of 0.752, a 15% improvement over baseline

# Microsoft Software Developer Intern - Mentorship Program

May 2022 – Aug 2022 Remote

- Engineered a performant Discord bot in Rust to automate the gameplay of text-based Werewolf games
- Developed a custom markdown-to-HTML converter for dynamic PDF generation, leveraging wkhtmltopdf command-line tool
- · Designed a BCNF-normalized database schema to manage game data efficiently, optimizing queries for rapid game state updates

# Microsoft May 2021 – Aug 2021

## Software Developer Intern - Mentorship Program

Remote

- Developed a command-line tool to extract data from various compression formats (LZMA, LZHAM, ZSTD), processing raw data to create and combine shapes to form images
- Created low-level Rust bindings for the LZHAM decompression format to enhance compatibility
- Optimized code through parallelization and memory management, achieving a 10x speedup, reducing runtime from over 4
  minutes to under 20 seconds for large files
- Implemented a robust continuous integration and deployment (CI/CD) pipeline using GitHub Actions, ensuring seamless testing and deployment across major operating systems

### **PROJECTS**

Brawlcord | Python, Rust, Asyncio, SQLite, Redis, AWS

<u>GitHub</u>

- Developed an interactive, text-based multiplayer game inspired by Supercell's Brawl Stars using Python
- Designed a modular, asynchronous framework in Rust for core gameplay mechanics, enabling others to build customized versions
- Implemented features like PvP battles and an in-game currency system to enhance player engagement
- Optimized performance for responsive experiences, supporting 1,000+ players across 400+ servers
- Utilized SQLite and Redis for data storage and caching, and deployed on AWS for scalability

### **serenity-utils** | Rust, Tokio, futures

<u>crates.io</u>

- Developed an async Rust crate to enhance the serenity-rs Discord API wrapper, with over 9,900 downloads
- Implemented customizable pagination menus, asynchronous input watchers with timeout for enhanced user interactivity, and custom model parsing for optimized data processing
- Provided over 10 generic helper models and functions to streamline development and improve code reusability

### peerAdvice | TypeScript, React, Flask, Jinja, Firebase, Calendly

GitHub

- Created a peer-to-peer advising platform connecting lower-year students with upper-year mentors, enhancing adademic support
- Implemented secure Firebase authentication for seamless user login, ensuring data privacy and integrity
- · Integrated real-time scheduling with Calendly, allowing users to view availability and send appointment requests efficiently
- Collaborated with my team to successfully deliver the project within a 24-hour deadline, demonstrating strong teamworking skills

# TECHNICAL SKILLS

Languages: Rust, Python, C/C++, Go, TypeScript, JavaScript, Java, HTML, CSS, SQL

Frameworks & Libraries: React, Node.js, Flask, Django, JUnit, FastAPI, Express.js, TensorFlow, PyTorch, NumPy, pandas, asyncio Tools: Git, Docker, GitHub Actions, AWS, Azure, Kafka, Spark, Redis