

SAGAR PATIL

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🌐 sagarpatil.me

EDUCATION

Purdue University
B.Sc. in Computer Science

West Lafayette, IN
Class of 2025

SKILLS

Programming: Python, Java, C#, C/C++, Dart, HTML/CSS, Javascript, SQL

Technologies: PyTorch, OpenCV, React, Electron, Express, Flask, .NET, Unity3D, Postgres, CMake, PlatformIO, Arduino

WORK EXPERIENCE

Ansys Government Initiatives (AGI)

Software Engineering Intern

Exton, PA
Summer 2022

- Performed bug fixes and feature improvements on STK's C++ codebase
- Implemented a framework for easier development of Unit Tests using GTest
- Implemented new RF propagation standards for STK's Communication and Radar component

Bloomberg LP

Analog Design Engineering Intern

New York, NY
Summer 2019

- Worked on an internal web application to manage NLP model training
- Utilized NodeJS, React, Python with Flask, and the Git Version Control System

EXTRACURRICULARS

ACM Special Interest Group on AI (SIGAI)

Software Developer

Purdue University
Since Fall 2021

- Developed a simulation for the 2021 VEX Robotics Game in Unity
- Leveraged Proximal Policy Optimization based Reinforcement Learning to solve the game
- Helped develop computer vision-based models to detect game objects
- Utilized ONNX to convert PyTorch models to run on a Jetson Nano processor

Purdue Space Program Liquids

Avionics Engineer

Purdue University
Since Fall 2021

- Developed flight software on embedded systems for Purdue's first liquid-fueled rocket
- Wrote low-level drivers for Flash, ADCs, etc., and worked with protocols such as SPI, I²C and UART
- Designing a live telemetry system for our upcoming rocket set to reach 65,000 feet
- Performing frequency-domain RF simulations using NEC2, Ansys HFSS, and a custom Python library
- Utilized Microsoft Visio for system-level planning, and KiCAD/Altium Designer to design PCBs

PROJECTS

sagarpatil.me | github.com/sagarreddypatil/portfolio-website

- Portfolio website implemented in vanilla HTML/CSS without any frameworks

Marching Cubes | github.com/sagarreddypatil/Marching-Cubes-Unity

- Implemented the Marching Cubes algorithm in Unity3D to mesh implicit surfaces

NLP Chatbot | github.com/sagarreddypatil/nlp-chatbot

- A Large Language model prompting project for conversation purposes
- Interfaced with the Discord API to allow for chatbot interaction

AWARDS & ACHIEVEMENTS

President's Volunteer Service Award Gold Awarded for completing more than 250 hours of volunteer service.

Affectiva EMPATH Makethon Winner Created a Large Language Model-powered chatbot that considers emotions detected by Affectiva's Human Perception AI