SAGNIK DATTA

AI Intern

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PROFESSIONAL SUMMARY

Motivated and detail-oriented Computer Science undergraduate at VIT Vellore with hands-on experience in artificial intelligence, machine learning, and data analysis. Proficient in Python and C++, with a strong foundation in algorithms, data structures, and software engineering principles. Demonstrated ability to develop AI-driven projects and collaborate in virtual software engineering internships. Seeking an AI Intern position to leverage technical and analytical skills in solving real-world challenges.

TECHNICAL SKILLS

- Programming Languages : Python, C++
- AI/ML: Supervised Learning, Unsupervised Learning, Model Evaluation, Data Preprocessing
- Tools: Git, GitHub, UML, API Integration
- Soft Skills: Problem Solving, Communication, Teamwork, Project Management

WORK EXPERIENCE

SOFTWARE ENGINEER INTERN | Electronic Arts | Remote | Job Simulation (Forage) Apr 2025 – May 2025

- Proposed and designed a new "Rewind Dynasty Mode" feature to enhance user experience and gameplay flexibility.
- Developed UML class structures and implemented core game logic using C++.
- Collaborated with cross-functional teams to align design decisions with product goals.
- Identified and resolved software bugs, improving system stability and user satisfaction.
- Improved game functionality and stability by resolving a critical bug, resulting in a smoother user experience.

PROJECTS

- anyFileToPDF: Developed a Python utility using file handling and automation to convert diverse file types to PDF, improving workflow efficiency.
- fileCompressor: Designed and implemented a Python script for file compression, utilizing data structures and algorithms to optimize storage.
- than0s bot: Built an AI-powered Discord bot from scratch, leveraging NLP and API integration to enhance server engagement.
- Noto.ai : Engineered an AI-powered study toolkit in Python, integrating OCR, summarization, and interactive note-taking to streamline academic workflows.
- Rock-paper-scissor ai : Created an AI-driven Rock-Paper-Scissors game using Python, LLaMA 3 via Ollama, and Streamlit to simulate adaptive gameplay based on user behavior.

EDUCATION

- BACHELOR'S DEGREE | Computer Science (Internet of Things) | Vellore Institute of Technology, Vellore 2024 - Present
- CBSE | Computer Science | G D Goenka Public School, Dakshineshwar 2022 – 2024
- ICSE | Science | Don Bosco School, Liluah 2011 – 2022

CERTIFICATIONS

- Python : Python: Mastering The Essentials - Scaler, 2025
- Python: Data Structures - Great Learning – Olympus, 2025
- Generative AI for Beginners - Great Learning – Olympus, 2025

ACHIEVEMENTS

- Qualified in the Top 28% (Top 50 out of 180 teams) in VIT Vellore's Reverse Coding Competition, demonstrating strong reverse engineering and problem-solving skills.

LANGUAGES

English, Bengali, Hindi