

Siddharth Garg

sgargh26@gmail.com | (703)944-0112 | [linkedin.com/in/siddharthgarg26](https://www.linkedin.com/in/siddharthgarg26) | github.com/sgarg26

Education

George Mason University, Fairfax, VA
Bachelor of Science in Computer Science
Minor in Computational Data Science
Certifications: AWS Certified Cloud Practitioner

August 2021 – May 2025

Experience

AI/ML Developer, NileFlo AI Solutions – Chantilly, VA

November 2024 – Present

- Develop and deploy a real-time Azure API-based NLP application to record and summarize patient-doctor conversations, enabling healthcare providers to efficiently review and understand patient requirements.
- Create an RAG-based chatbot using Cosmos DB and Python, allowing doctors to query AI about patient information securely and contextually.
- Integrated agentic AI into the application, enabling users to delegate and complete administrative tasks through natural language requests.

Lead Developer, SciTech Robotics – Manassas, VA

January 2024 – Present

- Serve as the Programming Team Officer for the Vex U robotics team, overseeing software development and implementation for competition tasks.
- Train YOLOv11 on custom datasets in Python, achieving **92%** confidence in detecting scoring objects on the field.
- Program microcontrollers and depth cameras in C++ and Python for depth perception V-SLAM tasks.

Undergraduate Teaching Assistant, George Mason University – Fairfax, VA

August 2023 – Dec. 2023

- Supported the instruction of CS 367: Systems Programming, with a focus on C and ASM.
- Conducted error checking and provided feedback on student projects and lab assignments to ensure adherence to programming standards.

Projects

CodeConvo | Python, Flask, AWS

sgarg26/CodeConvo

- Developed a full-stack web application designed to capture developer conversations and extract all questions with answers.
- Integrated AWS Transcribe for real-time audio-to-text conversion, enabling seamless transcription of live discussion.
- Leveraged AWS Bedrock with various generative AI models to generate responses to questions.
- Implemented multi-threading to ensure application responsiveness, enhancing user experience.

LiveWeather | Python, Django HTML/CSS, JavaScript

sgarg26/LiveWeather

- Developed a real-time weather application using Python and Django, providing users with up-to-date global weathers patterns and forecasts.
- Used SQLite to store data on recently viewed locations, enabling quick access to frequently searched areas without needing to re-enter information.
- Enhanced user experience by providing information on nearby activities for each searched location, offering added contextual insights beyond weather conditions.

Immersive Mod Suite | WitcherScript, Rust

- Created the Immersive Camera mod, enhancing in-game camera control with features like head tracking and slow-motion combat effects, achieving **over 10,000 downloads**.
- Developed the Immersive Sounds mod, fixing audio bugs and adding realistic sound effects to enhance auditory immersion, with **over 45,000 downloads**.
- Built a Rust-powered menu sorter to organize in-game menus into categories, creating a cleaner and more user-friendly UI/UX.

Technologies

Platforms: Linux/Unix, Windows, macOS.

Languages: Python, C, C++, Rust, Java, SQL, JavaScript, HTML/CSS, R.

Libraries: Scikit-Learn, Pandas, NumPy, Transformers (Hugging Face), PyTorch, TensorFlow, OpenAI, NLTK, LangChain

Technologies: Git, GitHub, AWS, Azure DevOps, VSCode, Docker