

# Suhani Pandey

Generative AI /  
Software Engineer  
(Early Career)



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## Skills

### Programming & Backend

- C#
- Java
- Python
- REST APIs

### Frontend Development

- React
- WPF
- Typescript

### Generative AI & Machine learning

#### Skills

- LLMs, Prompt Engineering
- Hugging Face Transformers, Diffusion Models (Stable Diffusion, ControlNet)
- Neural Networks, Model Training & Evaluation
- scikit-learn, pandas

### DevOps & Tooling

Git  
Docker  
CI/CD

## Languages

- English
- Danish

## Profile

Early-career Generative AI and Software Engineer with a strong foundation in Python, machine learning, and full-stack development. Hands-on experience with Hugging Face models, diffusion architectures, and prompt engineering, combined with practical software engineering experience in C# and CI/CD environments. Currently pursuing a Master's degree in Computer Science in DTU.

## Education

### Masters in Computer Science specialized in AI

DTU

Sep 2025 – Jun 2027 | Copenhagen, Denmark

- Coursework includes Artificial Intelligence, Multi-Agent Systems, Model Checking, Data Science, and Data Security

### Bachelor in Software Engineering

VIA University College

Feb 2022 – Jun 2025 | Horsens, Denmark

- Focus on Machine Learning, Full-Stack Development, and Software Architecture

## Professional Experience

### Software Engineering Intern

Kamstrup A/S

Feb 2024 – Jun 2024 | Skanderborg, Denmark

- Maintained and standardized NuGet package versions across multiple services to improve dependency management
- Implemented unit tests and debugged existing C# codebases to improve reliability
- Developed backend components in C# and contributed to desktop UI development using WPF
- Gained experience working within an enterprise development environment and CI/CD workflows

## Projects

### Sketch-To-Image furniture generation

Machine learning project

- Designed and implemented a sketch-to-image translation pipeline for furniture generation
- Used a pre-trained diffusion model (Stable Diffusion with ControlNet) from Hugging Face
- Applied prompt engineering and latent space conditioning to improve output quality

all assignments and project can be found here