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Mohit Attarde

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Portfolio

CAREER OBJECTIVE

Developer and researcher with experience in 3D systems, machine learning, and software development. Experienced in taking projects from research and prototyping to deployment, with a strong foundation in computer science, programming, and system design.

EDUCATION

University of Limerick, Ireland   **Sept 2023 - Aug 2024**
Master of Science in Artificial Intelligence and Machine Learning   **3.27/4**
K. J. Somaiya Institute of Engineering and IT, University of Mumbai   **Jun 2021**
Bachelor of Engineering in Computer Engineering   **6.52/10.00**

WORK EXPERIENCE

AI Specialist   **Oct 2024 - Present**
Neodonya, Freelance   UK (Remote)
- Led the full integration of recruitment and onboarding tools into client systems, streamlining hiring processes and cutting candidate screening time by 35%, while speeding up new hire onboarding by 25%.
- Served as the main technical point of contact for over 10 client organizations, helping them improve recruitment and warehouse training operations; this work directly led to 3 long-term contracts valued at over €450K in annual revenue.
- Researched and presented new interview solutions to recruitment firms and HR tech partners, focusing on real-world challenges; successfully turned 40% of leads into pilot projects, creating €120K in new business opportunities within 6 months.
- Oversaw the rollout of warehouse training systems for a major logistics client, using visual and language-based tools to cut manual training time by 50% and boost task accuracy by 17%.
- Worked closely with product, engineering, and customer teams to deliver stable, effective solutions, maintaining 99.7% system uptime and keeping client satisfaction ratings above 95% throughout the project.

Software Engineer   **Aug 2021 - Sept 2023**
Xplorro, Tadpul Technologies   Chennai, India (Remote)
- Led the development of an interactive 3D avatar system using C#, JavaScript, and WebGL, enabling real-time conversations for recruitment and mental health applications; the solution became the flagship product, driving 30% of new client demos.
- Designed and built 3D avatars with voice interaction and customizable behaviors, delivering a feature that became central to the company's product line and opened new markets in virtual interviews and training tools.
- Delivered 3 major software projects from concept to production, with the final avatar platform showcased at industry events and client demos, generating over 50% of client interest inquiries after launch.
- Led technical research and implementation for integrating new tools into existing systems, improving development efficiency by 20% and establishing a reusable framework for future product features.
- Led the system design for the company's core product, creating a scalable, maintainable architecture for real-time 3D interactions and backend services; extensively used UML diagrams, sequence diagrams, and architecture modeling tools to design efficient systems—this work directly shaped the foundation and future direction of the company's flagship product.

SKILLS

Programming Skills: Python, C#, C++, Java, Javascript, SQL
Python libraries: Tensorflow, PyTorch, Pandas, XGBoost, NumPy, Scikit-learn, OpenCV
Backend: Node.js, Express.js, REST API Development, Microservices Architecture, Kafka, Message Queues (MQ), MongoDB, NoSQL
Web Technologies: React.js, GraphQL, PHP, jQuery, D3.js, Vue.js, Angular.js
Automation: Pytest-Python, Jest, Selenium,
DevOps/Cloud: AWS Cloud, Docker, Kubernetes, Jenkins, Ansible, GitHub Actions, CI/CD Pipelines
Project Management Tools: Jira - Agile, Trello, Slack

TECHNICAL PROJECTS

Multi-Object 3D Scene Generation using 3D-Aware GAN   **June 2024 - Sept 2024**
- Developed a hierarchical GAN model combining Scene Layout GAN and Object GANs to generate multi-object 3D scenes with realistic spatial relationships.
- Leveraged ShapeNet dataset to streamline 3D content creation for gaming, VR, and animation applications.
- Advanced automated scene generation techniques, reducing manual odelling effort and improving realism in synthesized 3D environments.

ResumeTailor – AI-Powered Resume Customization Tool   **Oct 2024 - Dec 2024**
- Designed and developed a pipeline to parse resumes into JSON format, process them with an LLM-based Deepseek model, and generate tailored resumes aligned with specific job roles.
- Automated dynamic resume customization, improving relevance and impact of applications by highlighting key skills and experiences per job description.
- Integrated document generation tools to convert JSON data back into professional docx and PDF formats, maintaining formatting consistency.
- Enhanced applicant efficiency by reducing resume editing time and increasing job-specific application accuracy.

JobScout – Personal Job Board   **Feb 2025 - April 2025**
- Built an end-to-end web scraping pipeline to extract job listings from multiple company websites, normalize data, and maintain an up-to-date personal job board database.
- Implemented robust data cleaning and scheduling mechanisms to ensure high data quality and real-time updates, streamlining job search processes.
- Designed backend infrastructure with database management to enable efficient querying and filtering of job listings tailored to user preferences.
- Reduced manual job hunting time by automating job aggregation, improving personal productivity and enabling better market insights.