

Siya Sonpatki

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EDUCATION

Oregon State University, Corvallis, OR

- *M.S. in Computer Science (Accelerated)* | Expected Start: January 2027
- *Honors B.S. in Computer Science (AI Focus), Minor in Math & Spanish* | GPA: 3.92 | Graduation: December 2026

Awards: OSU Dean's List (CoE), OSU Academic Honor Roll, Drucilla Shephard Smith Scholastic Award, Finley Academic Scholarship

Relevant Coursework: Deep Learning, Machine Learning & Data Mining, Data Structures & Algorithms, OS & OS ii, Intro to Databases

EXPERIENCE

Software Engineer Intern

April 2026 – September 2026

Akido Labs

Remote

- Worked directly with engineering team to design and ship interactive demos, prototypes, and product features that show how AI can transform clinical workflows

Undergraduate Researcher

September 2025 – December 2026

Information Processing Group at Oregon State University

Corvallis, OR

- Researching physics-informed neural networks (PINNs) to model EEG dynamics in low-data clinical settings, with emphasis on robustness and generalization for real-world applications

Academic Tutor

September 2023 – September 2024

Association for Student Athletes at Oregon State University

Corvallis, OR

- Provided tutoring across undergraduate courses, maintaining effective communication with students, team, and leadership

Undergraduate Engineering Intern

June – September 2023

Dell Technologies

Round Rock, TX

- Contributed to production frontend code within Dell's Client Solutions Group, supporting secure CSP integration and learning enterprise deployment workflows
- Collaborated closely with senior engineers to implement well-scoped changes in a multi-language codebase (Kotlin, Go)

PROJECTS

Mars Rover Autonomous Systems | C#, Unity, ROS2, YOLOv11 | [GitHub Repository](#)

- Developed autonomy-focused UI features for selecting search targets and configuring autonomous rover missions
- Implemented ground station interfaces for visualizing YOLO object detection results, improving operator awareness during mission execution, and maintaining human oversight of autonomous decisions
- Integrated mapping, waypoint planning, and mission configuration tools into a unified workflow for rover operators

Immersive Concert Visualization | C#, Unity, Blender | [GitHub Repository](#)

- Developed a fantasy world simulator featuring autonomous NPCs that manage needs and navigate between locations
- Implemented modular agent architecture separating NPC state, decision-making, and memory to support future expansion
- Designed original concept art while exploring dynamic relationship systems and AI-generated narrative systems

Genetic Thrombophilia Risk Prediction | Python, TensorFlow/Keras, scikit-learn, pandas, NumPy | [GitHub Repository](#)

- Developed an artificial neural network in TensorFlow/Keras to predict genetic thrombophilia risk using publically available clinical datasets, evaluating performance with accuracy, confusion matrix, and classification metrics

Event Management System | SQL, Python, Flask, Relational Database Design, ER Modeling | [GitHub Repository](#)

- Designed and implemented a Flask-based event management application backed by a normalized SQL database, enabling CRUD operations for events, attendees, venues, etc., to promote client acquisition and increase operational effectiveness

TECHNICAL SKILLS

Languages: Python, Java, C/C++, C#, JavaScript, SQL, TypeScript

ML & Data Science: PyTorch, scikit-learn, Pandas, NumPy, TensorFlow/Keras, Matplotlib, Model Evaluation & Validation

Backend & Dev Tools: Unity, Flask, REST APIs, MySQL, MongoDB, Git/GitHub, Jira, Jupyter, CI/CD, React

LEADERSHIP

Artificial Intelligence Club, Oregon State University, Corvallis, OR

September 2025 – 2026

Social Media Manager, Frontend Developer

- Grew social media reach and engagement by 220+ followers; designed custom content to enhance branding and identity