

Suyash Nagumalli

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AI Software Engineer with 2+ years of experience building production-grade LLM applications, full-stack systems, and user-centric tools at corporations and startups. Proficient in Python, SQL, AWS and modern AI/ML stacks. Delivering scalable, intelligent, intuitive products with industry-standard design thinking and security best practices. Self-starter and hard worker. Graduated from a top 5 CS school in USA.

EDUCATION

University of Illinois at Urbana-Champaign

Master of Computer Science

Graduated May 2025

Bachelor of Science in Computer Science with Honors

Graduated May 2024

Relevant Coursework: Data Structures, Algorithms, Machine Learning, Deep Learning, Software Engineering, LLM post pre-training, Artificial Intelligence, UI Design, Database Systems, CUDA Programming, Computer Security and Networks, Internet of Things, Compilers

SKILLS

Languages: Proficient: Python(7yrs), SQL(4yrs), TypeScript/JavaScript(1yr), C++(1yr) Intermediate: C#(1yr), Java(1yr) Beginner: Swift, Dart
Technologies: AWS EC2, GCP, Docker, Git, Jenkins CI/CD, Postman, Agile, Jira, HuggingFace, TensorFlow, PyTorch, NumPy, Pandas, Matplotlib, CV2, SQL, Supabase, Swift, Neo4j, ELK, ElasticsearchDB, FastAPI, Streamlit, React, Angular, Flutter, iOS, Unity, VR, Figma

EXPERIENCE

AbbVie

Remote

AI Software Engineer - Contractor

Aug 2023 - Present

- Shipped a prompt management FastAPI+ElasticsearchDB+Streamlit+AWS web app leading to \$2 million contract with vendor
- Led a cross-functional design initiative with UI/UX experts and vendor's engineers, delivering to 100+ AbbVie employees
- Created Neo4J knowledge graphs and vector indexes and improved the RAG system with Graph RAG by 26% Rouge-L accuracy
- Developed a dual-LLM chatbot that supports multi-prompting, saving 30 secs per query, boosting daily productivity by 50 minutes
- (part-time during schoolyears and breaks, full-time during summer 2024)

AbbVie

Champaign, IL

VR Software Engineer - Contractor

Jan 2023 – Jul 2023

- Built a VR module for doctors to converse with eight underrepresented AI patients, used in DEI training by 10+ clinicians
- Optimized LLM response generation pipeline, reducing latency from 7 seconds down to 800ms
- (Part-time during schoolyears and breaks, full-time during summer 2023)

Beulr

Remote

Frontend Software Engineer – Contractor

Dec 2021 – Apr 2022

- Developed and shipped the full calendar list view in ReactJS to enable Zoom bot scheduling for 92,000 active users
- Built under tight deadlines in the lead-up to the CEO's Shark Tank [pitch](#) supporting traffic surge after 1.5M+ views

Showingly

Denver, Colorado

Software Engineer Intern

Jun 2021 – Aug 2021

- Designed and built a CRM using ReactJS, MongoDB, and Agile methodology, for managing 1000+ MLS agent records
- Learned React-Redux, Git, Scrum, and coding best practices and submitted 12 Pull Requests as a freshman intern

PROJECTS

Stealth Startup

June 2025 - Present

- Built a zero-to-one iPhone social app using Swift, FastAPI, Supabase, and AWS; released via TestFlight with 15+ beta users
- Leveraged Cursor AI Code Editor; 64,449 lines of agent edits; rapidly shipped Auth, Posts, Likes, Friends, Search, under 4 weeks

Improving RAG Retrieval methods | LLM post pre-training CS 598 Project (~70 hours) [link](#)

Oct - Dec 2024

- Comprehensive literature review, explored limitations, proposed hybrid retrieval approach combining CDE and graph RAG
- Preliminary results show graph RAG (2024) outperforms CDE (2024) and RAG (2020) by 30% on Rouge-L F1 score

Considerthis.ai | UC Berkeley AI Hackathon (~30 hours) [link](#)

Jul 2024

- An emotionally intelligent multi-agent conversation tool used by educators to empower students to stay curious
- Built using Supabase, Hume.ai, reactJS to successfully collaborate with UCBerkeley, UWashington and CUBoulder students

Spndmate | Cozad New Venture Challenge 2024 (~60 hours) [link](#)

Feb – May 2024

- A fresh perspective to group-bill splitting and personal budgeting for young adults, powered by Splitwise
- A cross-platform app built using Flutter, Android emulator and Material UI, with Google Sheets backend API

Spotify LED Controller | Internet of Things CS 437 Project (~30 hours) [link](#)

May 2023

- Program to sync LED lights to song playing on Spotify, enhancing user immersion; successfully tested with 30+ songs
- Written in Go on Raspberry Pi; uses Spotify API, Bluetooth, and a custom album-art based coloring algorithm

ACTIVITIES

Emergent Abilities of LLMs papers / Led 90-minute presentation and discussion of two papers with 10 LLM researchers

2024

Python Private Tutor / taught Python basics to three sixth graders; Received positive feedback and praise from parents

2024

Engineering Open House Volunteer / strong leadership skills in engaging 50+ middle-schoolers and parents

2024

First place Hackathon Winner / PowerBI & Data Analytics project with AbbVie / ~50 competitors

2024

ElasticON Chicago Conference Attendee / Insight into ELK latest features, professional networking

2024

Athletics / Ran three half-marathons with a PR of 2:14 hours / perseverance and consistency of training

2024