Abhinav Pillai

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EDUCATION

University of Oklahoma Norman, Oklahoma

B.S. in Computer Science

Expected Graduation, May 2026

- o Concentrations: Software Engineering
- o GPA: 3.1/4.0
- **o** Related Coursework: Data Structures & Algorithms, Computer Organization, Compiler Construction, Operating Systems, Theory of Computation, Algorithm Analysis, Software Engineering, Artificial Intelligence

SKILLS

Programming: Java, Python, HTML/CSS/JS, SASS, SQL/Docker, Node.js, Next.js, React, React Native, Flask, C++, C# **Tools:** RSS Feeds, Tailwind, Postman, Windows, VSStudio, Eclipse, Figma, GPT, Git/Github/GitLab, OpenGL, Agile, PhotoShop,

RELEVANT EXPERIENCE

Vast Vertex Media

Norman, Oklahoma

Sep 2024 – Apr 2025

Founding Software Engineer Intern

Subject to N.D.A., no further details are available

University of Oklahoma: Gallogly College of Engineering

Undergraduate Research Intern

Norman, Oklahoma

- Aug 2023 Dec 2024
- Developed a platform that allows OU Graduate and Alumni Engineering students to connect with university contacts and industry professionals
 Utilized various C++/Python programs and Handshake RSS Feeds to tag students and alumni, from a CRM, into
- different majors, skills, and locations
- Coordinated with multiple Deans, Admins, University Supervisors, and teams, along with machine learning tools, to find and reach out to University contacts and Industry Professionals

UFLIP

Oklahoma City, Oklahoma

Software Engineer Intern

Mar 2023 – Nov 2023

- Utilized CSS, SASS, Node.js, JS, HTML, and Figma to create an intuitive and scalable user experience
- Improved website startup times by 60% by replacing synchronous code with asynchronous functions and API calls

PROJECTS

Route Runners Feb 2025

- Developed a React/Next.js web app that integrates ChatGPT and Dijkstra's algorithm to generate and transmit
 optimized flight paths to a drone based on natural language prompts.
- Designed and built a custom quadcopter drone with a Raspberry Pi interface and iNAV-based autonomous flight system for real-time hazard assessment and evacuation planning
- Implemented a full-stack pipeline to convert drone footage into 3D models using Agisoft MetaShape, enabling WebAR-based augmented reality escape plans for first responders and citizens.

BenchMusic Playlist Converter

Jan 2024 - May 2024

- Developed a Playlist Converter that gave optional AI recommendations based on converted songs
- Utilized GPT, Spotify/Youtube API, Python, Flask, CSS, JS, Node.js, and Figma to group users' music into genres and generate suggestions based on these groups

Retro Boomin' April 2024

- Developed an enjoyable and intuitive education experience using Augmented Reality to showcase retro tech products that have been discontinued
- Utilized Meta Spark Studio, Spline, JS, CSS, HTML, GPT API, and Instagram to allow users to play with and learn about retro tech in real-time using their phones for augmented reality

ACTIVITIES AND LEADERSHIP

India Association of Oklahoma

Aug 2016 - Present

- Volunteer
- C# Teacher at Beginner's Coding Bootcamp 2019

Hacklahoma

Participated in 2023 - 2025

Winner for Best Use of AI in Education Award - 2024