

MIHIR SAHU

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EDUCATION

University of Wisconsin–Madison

Sep 2022 – May 2026

B.S. Computer Science & Data Science; Certificate in Game Design

Madison, WI

- Dean's List: Fall 2023
- Relevant Coursework: AI/ML, Data Modeling and Programming, Machine Organization, Operating Systems, Data Structures & Algorithms, UI/UX Development, Database Management System, Game Design, Statistics,

TECHNICAL SKILLS

Languages: Python, JavaScript, TypeScript, C/C++, C#, Java, SQL, HTML/CSS, Bash, R

Frameworks & Libraries: React, Next.js, LLMs, RAG, FastAPI, Flask, Django, Node.js, PyTorch, LangChain, OpenCV, Pandas, NumPy

Tools: Git, Docker, AWS, GCP, PostgreSQL, MongoDB, REST APIs, OpenAI API, Anthropic API, Supabase, Vercel, Linux, Unity, Kafka, Web3, Godot

EXPERIENCE

Capital One

Feb 2026 – May 2026

Software Engineer Intern (Capstone)

Madison, WI

- Architected a serverless fraud detection system within a 5-person Agile team, cutting manual review time by 30% through automated model scoring.
- Prototyped an asynchronous 0–1 scoring pipeline that increased transaction throughput by 150% and enabled real-time fraud decisions; validated riskiest assumptions via Google Design Sprints.

Sprocket Lab

Sep 2025 – May 2026

Research Assistant, AI Department

Madison, WI

- Built a multi-level RL environment for autonomous quadcopter navigation, integrating vision-language model control and weak-supervision pipelines to enable hierarchical policy learning.
- Trained and evaluated agents across 100+ randomized episodes using depth-camera input, achieving consistent navigation performance; automated experiment pipelines to accelerate iteration.

AIMitari MedTech Pte Ltd

Jun 2025 – Feb 2026

Software Engineer Intern

Singapore

- Developed an AI-assisted ultrasound guidance system that learned clinician-defined scan trajectories, enabling non-experts to reproduce expert-quality scans with high spatial fidelity.
- Built a real-time perception pipeline for landmark detection and adaptive probe navigation; reduced operator error by algorithmically constraining probe motion.

AIRO Digital Labs

May 2024 – Jul 2024

Software Engineer Intern

Gurgaon, India

- Built a full-stack Generative AI platform that auto-generated sales pitches, decks, and videos, cutting manual pitch preparation time by 50%.
- Developed RAG-based chatbots to automate customer queries and improve response relevance; deployed on scalable cloud infrastructure supporting enterprise multi-user access.

PROJECTS

Intern | *Next.js, TypeScript, Convex, MCP, Gemini API, OAuth* | intern-brain.vercel.app

Aug 2026 - Present

- Built a shared memory for AI agents so everything a company learns lives in one place; capturing the same thing twice strengthens what's known instead of creating a duplicate, and the full history can be replayed to rebuild it.
- Added an approval step where agents draft emails and Slack messages but never send them; the edits a person makes before approving are saved and given to the next agent, so it gets it right sooner without any retraining.

GameGold | *Next.js 16, FastAPI, Claude API, ReactFlow, MongoDB* | gamegold.vercel.app

April 2026 - Present

- Built a 7-stage AI-powered game design platform orchestrating 15+ specialized Claude API calls, taking creators from concept to deployment with a TipTap rich-text editor, ReactFlow balance analyzer, and cookie-based auth.
- Engineered a Unity MCP integration that lets the browser create GameObjects, import sprites, and enter Play mode live in the Unity Editor, eliminating manual asset import workflows.

ACHIEVEMENTS

Play Make Learn 2026 | Paper accepted: Social Pandemic: a board game approach to tackle disinformation in science communication

Toxify Game Jam 2026 | Selected as a Finalist in the 19th annual Life Love Game Design Challenge out of nationwide studio submissions for Ripple, a narrative Unity game