

Sohan Sondhi

Software Engineer (Contract)

New York City, NY, United States | [LinkedIn](#) | [GitHub](#)

NYU Computer Engineering senior with hands-on experience in embedded systems, robotics, and AI-powered software.

Built production systems at the intersection of computer vision, machine learning, and hardware.

EXPERIENCE

Machine Learning Engineering Intern

Feb 2026 — Aug 2026

Living Brands AI

Brooklyn, NY

Built a Python data pipeline that processed 4,000+ emails, documents, and meeting transcripts for search and retrieval capabilities.

Software Engineering Intern

Jun 2025 — Aug 2025

Bynd Bio

Remote

Built a TypeScript RAG (Retrieval-Augmented Generation) assistant using OpenAI APIs to translate natural-language pricing requests into structured formulas, significantly reducing formula creation time.

Engineering Intern

Feb 2025 — May 2025

Indistinguishable From Magic Inc.

Brooklyn, NY

Designed CAD parts and built a motorized camera dolly and Zoom controller using the company's microcontroller platform and stepper motor module.

Teaching Assistant: General Engineering

Aug 2024 — Present

New York University

Brooklyn, NY

Teaching assistant for Intro to Engineering course covering Python and C/C++ with Arduino and Raspberry Pi. Lead the Web Development Committee, overseeing internal course software that supports 600+ students and staff. Mentor student teams building robotics and computer vision projects.

EDUCATION

New York University

Bachelor of Science - BS in Computer Engineering

Activities and societies: Robosub - Computer Vision Team Lead, Tech@NYU, HackNYU

PROJECTS

ROS2 perception and SLAM system for autonomous underwater navigation, Computer Vision Lead – RoboSub

Leading a 5-person team to build a ROS2 perception and SLAM system using ZED stereo cameras. Developing a persistent 3D mapping pipeline with RTAB-Map that integrates stereo depth, visual odometry, and loop closure. Built a Unity simulation environment to test YOLO perception before hardware deployment.

Two-camera ball-tracking system for robotic arm interception, Robotic Ball Catching

Developed a two-camera ball-tracking and trajectory-prediction system to estimate where and when a UF850 robotic arm should move to intercept a thrown ball. Integrated real-time vision processing with robotic arm control.

SKILLS

C++ · C · Python · C# · JavaScript · TypeScript · SQL · ROS2 · Linux · NVIDIA Jetson · ESP32 · Arduino · Raspberry Pi · Git · Docker · OpenCV · Unity · RViz · PlatformIO · Google Cloud · FastAPI · LangGraph · MongoDB · CAD · Embedded Systems · Robotics