NEIL NARNOLI
SOFTWARE ENGINEERING STUDENT

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EDUCATION

University of Sydney | **Australia**

Bachelor's of Software Engineering (Honours)

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, C, SQL, R, HTML5, CSS3, React, NextJS
QA & Testing: PyTest, Selenium, coverage analytics, JaCoCo, Jenkins, Playwright
Data Science & AI: Scikit-learn, PyTorch, Pandas, Tensorflow, Data visualisation
Dev Ops: Git, GitHub Actions, REST API integration
Databases: PostgreSQL/SQL, Schema Design, Supabase

WORK EXPERIENCE

Testhouse   **Dec 2025 - Feb 2026**

Software Engineering Intern
- Engineered an AI-driven accessibility prototyping tool that automates the detection of 10+ key WCAG compliance errors, such as contrast ratios and missing alt-text.
- Reduced manual audit time by approximately 40%, streamlining the evaluation of user interfaces and enhancing overall product accessibility.
- Standardized accessibility reporting by automating the identification of human-centric design flaws across the application layer.

Enactus USYD   **Aug 2025 - Present**

Software Developer @ Bridge
- Co-developing 'Bridge', a unified student services platform designed to serve 50K+ students, replacing 4 fragmented legacy systems.
- Optimized the React/NextJS frontend to improve page load speeds by 30%, ensuring accessibility compliance for diverse student needs.
- Engineered cost-saving features that are projected to reduce university software subscription costs by $10k+ annually.

Druid AI   **Sep 2023 - Dec 2023**

Internship
- Engineered custom GPT-4 and Azure OpenAI integrations within the Druid platform, enabling chatbots to handle complex, non-linear user queries that standard rule-based flows could not resolve.
- Built and deployed 5 fully functional automation demos using UiPath, validating technical feasibility for prospective enterprise clients

Bank Muscat   **Jun 2023 - Sep 2023**

Internship | Support staff
- Collaborated with an Agile team to automate the account opening process using UiPath, reducing manual data entry time by 25%.
- Assisted in the deployment of Business Process Management (BPM) workflows that handled hundreds of daily customer transactions.

PROJECTS

Collaborative Editor
- Implemented a POSIX-threaded C server to manage real-time Markdown edits with atomic commands and versioned broadcasts.
- Built console C clients using FIFOs and real-time signals to sync edits across multiple users.
- Designed a custom protocol for conflict resolution and role-based permissions.
- Automated build and deployment via a GCC Makefile on Linux.

SoundBoard
- Built a C library for WAV audio editing (load/save, clip, insert, detect ads).
- Ensured memory safety and position-independence with -fPIC and AddressSanitizer-friendly flags.
- Automated builds using GNU Make and published reproducible code on GitHub with a sample CLI.

AI-TalkBot
- Built a real-time speech-to-speech AI assistant in Python leveraging OpenAI APIs (STT, LLM, TTS).
- Automated Google Meet call interaction and audio routing via Selenium and virtual audio drivers.

ADDITIONAL INFORMATION

Languages: English, Hindi, French (Basic).
Awards/Activities: Winner in SoftSpark Hackathon 2025, 2nd runner-up winner in the National Bank of Oman Hackathon, 2nd runner up winner in the Dar Al Atta`a English writing competition