

# Alandis Ayupov

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<https://github.com/AlandisAyupov>

## Professional Summary:

- AI Developer, AI Chatbot Engineer, RAG system architect, LLM, GenAI
- 5 years of experience in developing and deploying applications
- Multiple completed projects like AI Chatbots, DnD-Web-App, FicScrapper, and a User-Level Thread Library.
- Python, JavaScript (React, Node.js, Express.js), HTML, CSS, Java, C
- LangChain, Ollama, Flask, Chainlit, MongoDB, MySQL
- Git, Postman, Docker, AWS

## Professional Experience:

### 2023 - present - Enterprise AI Systems (EAIS), Generative AI Developer

#### - AI Chatbot with OpenAI - <https://github.com/AlandisAyupov/Chatbot>

- Created an AI Chatbot using OpenAI Python API, GPT-4 LLM, and Flask.
- Added support for handling image inputs.

#### - AI Chatbot with Ollama.ai - <https://github.com/AlandisAyupov/Ollama-Chatbot>

- Created an AI Chatbot using local LLM (dolphin-mistral-7b) via ollama.ai

## Projects:

### DnD-Web-App - <https://github.com/AlandisAyupov/Dnd-Web-App>

- Engineered a full-stack character creator web application, integrating Amazon S3 for image storage and user authentication.
- Developed both backend and frontend components, creating a user-centric interface, and ensured seamless communication through HTTP requests via the creation of a RESTful API.
- Dockerized the front-end and back-end using Docker.

### FicScrapper - <https://github.com/AlandisAyupov/FicScrapperAndBot>

- Implemented a web-scraping tool to extract fanfiction related to the RE:Zero series, leveraging Scrapy for efficient data retrieval.
- Managed data cleansing and storage in a MySQL database, and temporarily deployed the scraper on Digital Ocean for continuous operation.
- Designed an additional Discord bot that presents the latest entries of the MySQL database entries through user commands.

### Multiplayer Tic-Tac-Toe -

<https://gitfront.io/r/user-2649387/CEMsgegXUX1Y/CS-214-Project-3-Tic-Tac-Toe-Online/>

- Collaborated on a networked multiplayer tic-tac-toe game, handling multiple concurrent sessions through socket programming, the select() function, and multithreading.

- Developed both the client and server, including gameplay logic, server communication, player management, and comprehensive testing and documentation.

#### **User-Level Thread Library -**

<https://gitfront.io/r/user-2649387/tkru9gVMd7ep/User-Thread-Library/>

- Implemented a User Thread Library in C with thread synchronization capabilities.
- Created a circular linked list queue data structure for the block list(for blocked threads) and the run queue for the scheduler, along with a thread control block data structure to aid in the management of threads.
- Designed a Round Robin Scheduler that would run threads via the use of the ucontext.h library in C. For context switching, initialized a signal and a timer so that the program would swap back to the scheduler every time a timer interrupt occurred.
- Used atomic test and set functions to implement mutexes for thread synchronization.

#### **Extracurriculars:**

[HackNJIT Attendee](#) | 11/2023 | NJIT | Newark, NJ

- Developed a web application that displays information about the weather at a given location using OpenWeather API.
- Designed the web page and engineered the HTTP request calls to extract weather data given a certain longitude and latitude.

#### **Education:**

**B.S. in Computer Science, Minor in Economics, Rutgers University - New Brunswick, NJ  
05/2025 (Projected), GPA:3.836/4.00**