Colin Salvatore Nardo

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EDUCATION

University of Glasgow, MSci in Computing Science — Sep 2022 – May 2027
- Predicted: First-class Honours (1st).
- Core courses included Object-Oriented Programming, Algorithms and Data Structures, Operating Systems, Artificial Intelligence and Practical Natural Language Processing.

ACHIEVEMENTS & PROJECTS

University of Glasgow Artificial Intelligence Society President — May 2024 – Present
- Leading and coordinating weekly workshops and events on AI technologies, equipping over 100 student members with practical, hands-on skills.
- Hosting talks with industry leaders and academic professionals such as JP Morgan and Hugging Face to provide members with insights into AI applications and trends.
- Managing collaborations with external organizations to provide students with networking opportunities and internships in AI-related fields.

AI Voice Clone & Chatbot — Oct 2024 – Apr 2025
- Developed and deployed a full-stack conversational AI application, architecting a Python FastAPI backend with a Next.js (React/TypeScript) frontend, available live at NardoCol.in
- Engineered a Retrieval-Augmented Generation (RAG) pipeline to provide the AI with a custom knowledge base, using a Qdrant vector database for efficient, low-latency information retrieval.
- Optimized the entire system for CPU-only inference by using quantized GGUF language models and a lightweight Text-to-Speech engine (Piper TTS), fine-tuned on over 300 of my own voice recordings for realistic, offline speech synthesis.

Course Content Mapping Web Application — Sep 2024 – Apr 2025
- Designed and implemented a web application for university professors to create, manage and share course content dynamically, replacing the previous Excel-based system.
- Led the frontend development using React and TypeScript, engineering dynamic drag-and-drop components and connecting to a REST API to translate the static Excel workflow into an interactive UI.
- Organised monthly client meetings to present sprint objectives, gather feedback on evolving requirements and negotiate the scope for upcoming development cycles.

Java Mod Development for Minecraft — Dec 2025 – May 2025
- Developed and published two server-side mods using Java and the Fabric API, achieving over 30,000 combined downloads by creating new systems for player progression and rewards.
- Designed and implemented dynamic user interfaces for players and robust, schema-based JSON configurations, allowing for deep customization by server administrators.
- Engineered an event-driven architecture to track in-game player actions, manage persistent user data, and integrate with external server-side economy APIs.

Glasgow University Tech Society (GUTS) Code Olympics & Hackathons — Oct 2024, Feb 2025
- Achieved 1st place in the GUTS Code Olympics, a competitive programming challenge event sponsored by J.P. Morgan, BlackRock and SAS, securing over 80% of the total points.
- In a separate GUTS hackathon, led the development of a multiplayer 3D web game using Three.js, modelling all assets from scratch in Blender, demonstrating rapid prototyping, 3D graphics skills.

EXPERIENCE

Saint Storage — Aug 2023 – Aug 2024
Storage Administrator — St. Andrews, Scotland
- Assisted in optimizing logistics operations through the integration of Storage IQ, a web app built primarily on Ruby on Rails, enhancing warehouse efficiency and delivery accuracy.

SKILLS

Languages: Python, Java, TypeScript/JavaScript, SQL
Frameworks: FastAPI, React, Next.js, Three.js
Databases & Data: SQL, Qdrant (Vector DB), RAG Pipelines