EDIN GUSO | Lausanne, Switzerland (Open to relocation)

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SUMMARY

Passionate AI Engineer with a proven track record of enhancing platform performance and user experience through cutting-edge tools and frameworks. Demonstrates strong collaboration skills and effective communication with stakeholders. Eager to apply technical expertise and enthusiasm for AI & software engineering to drive impactful projects.

EDUCATION

Ecole Polytechnique Fédérale de Lausanne - Lausanne, Switzerland   *Sep 2021 - Sep 2024*
M.Sc. in Computer Science   GPA: 5.58/6.00
- Relevant courses: Advanced Algorithms, Concurrent Algorithms, Distributed Algorithms, Applied Data Analysis, Machine Learning, Computer Vision, Virtual Reality, TCP/IP Networking

Sabanci University - Istanbul, Turkey   *Sep 2016 - Jun 2021*
B.Sc. in Mechatronics Engineering   GPA: 3.96/4.00
B.Sc. in Computer Science & Engineering   GPA: 3.96/4.00

WORK EXPERIENCE

Logmind - Lausanne, Switzerland   *Aug 2023 - Aug 2024*
AI Engineer
- Led the development of GenAI features, enabling customers to resolve their IT incidents within **billions of daily logs** more efficiently.
- Launched a **Python** framework that simplifies the development of LLM-powered applications, significantly reducing the shipping time of GenAI features. [LINK]
- Enhanced the log search engine by designing a pipeline using **LLMs**, **embedding models**, and **semantic search**, improving user experience and reducing search times.
- Improved platform responsiveness by optimizing queries across **MongoDB**, **Elasticsearch**, and **SQL** databases and leveraging cloud technologies (**Azure**).
- Increased the company visibility by representing Logmind at the Microsoft Accelerator Program, presenting a feature demo to key executives and investors.

EPFL - Lausanne, Switzerland   *Sep 2022 - Jan 2023*
Student Assistant (TCP/IP Networking)
- Supported students with lab assignments and networking tools like VirtualBox and Wireshark.
- Beta tested lab assignments to ensure clarity and improve learning outcomes.

University of Texas at Austin - Austin, TX, USA   *Jul 2019 - Aug 2019*
Summer Intern in Autonomous Systems Group
- Developed a Graphical User Interface (GUI) using Qt Creator (**C++**) for automated mission planning and controller synthesis, improving user interaction and system efficiency.

SKILLS

Programming: Python, C++, C, Java, C#, SQL, MATLAB, JavaScript
Software Engineering: Git, Jira, Agile, Azure, Linux, Docker, ClickHouse, Elasticsearch, MongoDB
AI Engineering: LLMs, Embedding models, Semantic Search, RAG, Prompt Engineering, Agents
Languages: Bosnian-Croatian *(Native)*, Turkish *(Native)*, English *(TOEFL: 116/120)*, French *(A2)*

SELECTED PROJECTS

Ecole Polytechnique Fédérale de Lausanne - Lausanne, Switzerland   *Feb 2023 - Jul 2023*
Efficient Computation of Worst-Case Delay-Bounds for Time-Sensitive Networks [LINK]
Supervisor: Prof. Jean-Yves Le Boudec
- Conducted a literature review on worst-case delay-bounds in time-sensitive networks.
- Designed and implemented a heuristic algorithm in **Python** for optimizing the PLP algorithm's cut selection.
- Validated the algorithm's effectiveness in approximating optimal delay bounds, improving computation efficiency.

Ecole Polytechnique Fédérale de Lausanne - Lausanne, Switzerland   *Sep 2022 - Dec 2022*
Distributed Algorithms Term Project [LINK]
- Implemented perfect links, uniform reliable broadcast, and lattice agreement in **Java**.
- Achieved a throughput of over **3 million messages** at the perfect links level, demonstrating high efficiency and reliability.

Ecole Polytechnique Fédérale de Lausanne - Lausanne, Switzerland   *Sep 2022 - Dec 2022*
Concurrent Algorithms Term Project [LINK]
- Developed software transactional memory using the TL2 algorithm in **C**.
- Achieved a **2.918x speedup** over a single global lock reference solution, significantly enhancing performance.

HOBBIES AND LEADERSHIP

Coding, Personal Projects   *Sep 2017 - Ongoing*
- Develop various personal software projects, continuously improving coding skills.
- Implement scripts for automating day-to-day tasks.
- Experiment with emerging technologies, learn the basics of game development.

Team Leader, Competitive Gaming   *Oct 2020 - Ongoing*
- Lead a team of 60+ members, demonstrating strong leadership, communication, and organizational skills.
- Manage and moderate the team Discord server with 700+ people, fostering a positive and engaging community environment.