

ARMIN IRVIJE

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EXPERIENCE

Machine Learning Engineer

SDSU Research Foundation

San Diego, CA

July 2024 - August 2025

- Engineered and deployed a Siamese Neural Network for DNA base modification classification, achieving **95% accuracy**
- Created and executed an **end-to-end ETL** pipeline to extract raw sequencing data, transformed features into model-compatible formats, and loaded clean datasets into MySQL for analysis and model training
- Reduced model testing time by **50%** by integrating **GitLab CI/CD** to automate preprocessing, training, and deployment
- Optimized training performance by leveraging **CUDA** acceleration and integrating **MLflow** for experiment tracking
- Tools used: Python, PyTorch, Numpy, Pandas, GitLab, MLflow, CUDA

Software Developer Intern (Remote)

Dublin, Ireland

Sports Impact Technologies - Startup that develops a wearable sensor to monitor head impacts

June 2023 - August 2023

- Programmed the company's **first production-ready** web application, implementing responsive front-end architecture with HTML, CSS, and JavaScript to support customer engagement and lead generation
- Integrated **REST APIs** for automated email workflows and real-time form validation
- Translated **Figma** UI and UX wireframes into maintainable code while ensuring cross-browser compatibility
- Followed software engineering best practices, including **code reviews**, **documentation**, and **unit testing**

Coursework: Deep Learning, Object-Oriented Programming, Software Engineering, Natural Language Processing

Skills: Python, PyTorch, Scikit-learn, C++, Java, JavaScript, HTML, CSS, Git, SQL

PROJECTS

Attendance Tracker | Freelance Project | React, TypeScript, Vite, Tailwind, PostgreSQL, Node.js

- Developed a full-stack web application with a comprehensive client management system, serving Unified ESL service providers with streamlined attendance workflows and real-time data synchronization via **Supabase** database
- Achieved **40% improvement** in attendance tracking efficiency by automating the manual process

BatchPhoto Studios | Freelance Project | Electron, Python, Rembg, HTML, CSS, JavaScript

- Engineered a cross-platform desktop app for automated background removal and file renaming, delivering a **5x enhancement** in batch photo processing speed for end users

Prescription Drug LLM | Fine-Tuning Project | PyTorch, Huggingface, Transformers, Streamlit

- Designed a Drug-LLM, a specialized language model fine-tuned on prescription medication data, achieving **87% accuracy**
- Implemented Parameter-Efficient Fine-Tuning using **Low-Rank Adaptation**, reducing trainable parameters by 93%

NBA Points Predictor | Hackathon Project | Python, Flask, HTML, Pandas, Scikit-learn

- Created an NBA points prediction model, achieving **95% accuracy** using regression techniques
- Analyzed 10+ seasons of player statistics to identify 7 key performance indicators that improved prediction by **40%**

EDUCATION

University of Copenhagen

Master of Science, Computer Science

Graduation June 2027

University of California, Davis

Bachelor of Science, Computer Science

June 2024