Avid Eslami Email: avideslami@gmail.com Mobile: +1-647-803-2843

https://www.linkedin.com/in/avid-eslami/

https://avideslami.github.io/Personal-Website/ — https://github.com/AvidEslami

EDUCATION

University of Toronto

Toronto, CA

Bachelor of Applied Science in Computer Engineering, Relevant Course GPA: 3.57 (83%) Sep. 2021 - Present

• ECE243: Computer Organization

• ECE244: Programming Fundamentals

• ECE344: Operating Systems

• ECE311: Introduction to Control Systems • ECE345: Algorithms and Data Structures

o APS360: Applied Fundamentals of Deep

• ECE297: Software Communication and Design

Learning

EXPERIENCE

MLDSAI Inc.

Toronto, CA

Machine Learning Engineer Intern

May. 2023 - Aug. 2023

- o OpenAdapt: Worked on the OpenAdapt project which focuses on creating an open source tool for generalized process automation through transformers.
 - * Machine Learning: Implemented and rigorously evaluated LLM's such as RWKV, then finetuned them to elevate their performance on sophisticated tasks.
 - * Software: Created several API / software tools with Python to be used during process replays. Tested various components to ensure optimal functionality through rigorous testing and refinement.
 - * Vector DB: Setup ChromaDB and researched novel methods for determining the number of closest results.
 - * Automation: Created ReplayStrategies to guide the LLM's and provide them access to the resources and tools to successfully complete tasks for the user autonomously.

Unmanned Aerial Systems - UofT Aerospace Team

Toronto, CA

Reinforcement Learning Research Lead Engineer

Oct. 2022 - Present

o Autonomous Drone Racing: Wrote quad-copter code in the ROS environment to implement state estimation and localization. Implemented a novel non-linear model predictive contouring control system using principles of numerical optimal control in C++. Currently exploring PPO based RL to enhance drone performance.

SkateScribe Toronto, CA

Research Assistant

Jul. 2022 - Aug. 2022

• End Mill Testing: Developed a testing framework to gather data on improving the surface finish of blades sharpened on the SkateScribe mill. Discovered bugs in the SkateScribe interface and path algorithm.

Arshvid Technology

Toronto, CA

Software Developer

Dec. 2020 - Aug. 2021

- Green House Controller: Developed a tool for remote monitoring and actuation of systems within the greenhouse.
 - * Front-End: Used React. is and Bootstrap to show greenhouse statuses, including pumps and alarms.
 - * Back-End: Used Python for Raspberry Pi to measure and control GPIO pin voltages for greenhouse operations.

SOFTWARE PROJECTS + AWARDS

- Terminal Competition Winner: Implemented various AI algorithms such as minimax to win 3rd place in the largest university-level game-based AI competition hosted by Citadel and Citadel Securities. Competed against students from a variety of universities within the midwest region to win a total of \$3500 USD.
- GIS-YummyMap: Developed an interactive GIS application using STL and the Open-Streets-Map database in C++. Implemented Parallel Multidestination Dijkstra and 2-Opt to solve the travelling salesman problem swiftly.
- Automatic Fruit Ripeness Classifier: Created a deep CNN model for computer vision to analyze images of fruits and determine their ripeness. Developed using PyTorch in Python and achieved an accuracy of roughly 90%.

Programming Skills

- Languages: Python, C/C++, C#, ARM Assembly, JavaScript, SQL, MATLAB, HTML/CSS
- Technologies: Git, HuggingFace, PyTorch, CUDA, NumPy, Pandas, Unity, ROS, React, Node.js, ChromaDB, FPGA/Intel Quartus Prime, Verilog, ModelSim, NI MultiSim, Modal, Vast.ai