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: 5.53/6.00
- 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 & Software 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.
- 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)
- Assisted students with weekly lab assignments, providing support for VirtualBox, Wireshark, and networking-related queries, improving overall comprehension and performance.
- Beta tested lab assignments, ensuring the absence of bugs and ambiguities to enhance student learning experiences.

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, 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

Swimming   *Aug 2001 - Ongoing*
- Explored various bodies of water, including the Mediterranean Sea, Aegean Sea, Red Sea, Adriatic Sea, Black Sea, and Lac Léman as well as various lakes and rivers in Bosnia.

Coding, Personal Projects   *Sep 2017 - Ongoing*
- Develop various personal software projects, continuously improving coding skills.
- 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 750+ people, fostering a positive and engaging community environment.