

Ijtihed Kilani

portfolio: ijtihed.com

+358 41 740 8918 | ijtihed.kilani@aalto.fi | linkedin.com/in/ijtihed | github.com/Ijtihed

EDUCATION

ETH Zürich

Graduate Exchange in Computer Science

Fall 2027

Aalto University

Master of Science in Mathematics

Exp. Jun 2027

Minor in Theoretical Computer Science

Bachelor of Science in Computational Engineering

Exp. Jun 2026

EXPERIENCE

Research Assistant

Aalto University, Computational Behavior Lab

Nov 2025 – Present

Esopo, Finland

- Recreated NeurIPS '24 CooHOI **Physical AI** baselines inside VR using **GPU-parallel simulation**.
- Built a **reproducible pipeline** for embodied-agent research, extracting and normalizing physics parameters and system timing.

Founding Software Engineer

Kova Labs

Nov 2025 – Feb 2026

Helsinki, Finland

- #1 hire leading simulation and digital twin at a Lifeline Ventures-backed drone autonomy startup.
- Built a **TypeScript/C++** drone physics simulator sustaining **80%+ real-time factor** with tight update loops.
- Shipped a real-time sensor/vehicle interface, cutting autonomy integration **2 days → 3 hours**.

Teaching Assistant

Aalto University, Department of Computer Science

Sep 2025 – Jan 2026

Esopo, Finland

Software Engineer

Sensofusion

Mar 2025 – Nov 2025

Helsinki, Finland

- Joined at 17 and led simulation engineering for the fastest growing counter-UAS startup in the EU.
- Shipped an end-to-end drone simulator (**TypeScript + Three.js, Python/C++ backend**) with optimized 3D assets.
- Cut cold start **15 s to 2.5 s** and improved **FPS 30 to 60** via lazy loading and lower per-frame allocations.

PROJECTS

Self-Hosted Home Server (Lab) | *Debian, KVM, CUDA, Ollama, Tailscale, SSH*

- Deployed a systemd-managed GPU LLM service with VPN-secured remote access (Tailscale + SSH) for 24/7 use.

Agentic AI Clinical Scribe | *FastAPI, SQLite, OpenAI API*

- Built a streaming transcription backend (FastAPI + WebSockets) with **<2s** end-to-end latency at **HackMIT '25**.
- Implemented a **3-agent** pipeline producing SOAP notes in **<3s** with **95%** accuracy.

The Yappin' Spirit (Real-Time Emotion Game) | *Python, Flask, OpenCV, Unity*

- Streamed emotion inference to Unity at **60 FPS** with **<50ms** end-to-end latency (48-hour hackathon).

Physical Race-Car Suspension Bracket | *Python, Ansys*

- Automated an FEA + topology-optimization workflow and reduced weight **25%** while meeting stiffness targets, validated on-car.

SILTA (siltahouse.com) | *TypeScript, React, Next.js, Tailwind CSS, tRPC*

Maze Maverick | *C#, Unity (3D), Blender, Steamworks*

Blood Pivot | *C#, Unity (2D), Steamworks*

AWARDS AND ACHIEVEMENTS

World Robotics Olympiad ('22 & '23), 2x Silver + 1x Bronze (#2, #4 & #5 / 2,500+)

2023

Built a custom PCB used in an AI-powered mobile health-assistant robot.

Co-founder, Null Fellows (Fellowship)

Present

Led cohort operations for a builder fellowship placing talent into hyper-scaling European startups.

Y Combinator (YC) AI Startup School in San Francisco

2025

Selected participant; Invited to SF with travel fully sponsored.

TECHNICAL SKILLS

Languages: Python, TypeScript/JavaScript, C++

Tools/Tech: WebSockets, Google Cloud, CUDA, Linux, Docker, GitHub Actions, FastAPI, SQL (PostgreSQL/SQLite), Flask, Node.js, AWS, ROS2, PX4, Unity, OpenCV, Three.js, Ansys