

# DAMIR ABDULAYEV

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Machine Learning Engineer

Languages: Russian (Native), English (Fluent)

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## EXPERIENCE

**Junior Machine Learning Engineer** (NLP) (LLM) (BERT) (Classic ML) June 2024 – August 2024  
MTS DIGITAL, ADP AI team *Russia*

- Transformed an internal service into a chatbot, using an LLM to generate and execute SQL queries, delivering cellular service data results in an easily readable chat format and via Excel export.
- Developed a lightweight, deployable BERT-like model to refine search results by filtering false positives, then aggregated and analyzed the data for accurate storage fault identification.

**Machine Learning Engineer** (LLM) (HuggingFace) (Transformers) (RecSys) March 2024 – June 2024  
INNOPROG, ML team *Innopolis, Russia*

- Developed an LLM model with a recommendation system to generate personalized programming tasks, tailoring difficulty and themes to individual student learning levels.
- Created a training dataset by implementing a knowledge distillation pipeline, using a GPT model as the teacher for efficient model training.

**Data Scientist Researcher** (LLM) (HuggingFace) (Quantization) (Distillation) May 2023 – Feb 2024  
Innopolis University, "PIII" LLM research team *Innopolis, Russia*

- Development of methods for optimizing and adapting LLMs for efficient deployment on mobile devices, web services and extensions, including the latest quantization and distillation techniques.
- Conducted research and implemented model compression techniques to optimize an LLM for generating GitHub commit messages, enabling real-time performance in a microservice with limited computing resources.

## EDUCATION

**Innopolis University** *Innopolis, Russia*  
Bachelor of Data Science in Computer Science *Sep. 2021 – Sep. 2025*

- GPA: 4.5/5.0
- Key Courses: Machine learning, Deep learning, Natural language processing, Computer Vision, Generative Artificial intelligence, Databases, Big Data, Statistics for Data Science, Linear Algebra, Mathematical Analysis

## PROJECTS

**Games Recommender System** (RecSys) (LightFM) (Hybrid Model) (Python) (PyTorch)

- The recommendation system employs a hybrid approach, combining collaborative filtering and content-based filtering techniques to provide personalized game suggestions based on Steam Dataset.

[Project page](#)

[Medium blog post](#)

**Music-to-image generation** (CV) (Diffusion model) (Image generation) (Sound embeddings)

- The project's goal is to convert music into visual artwork using CLIP sound embedding and Diffusion model.

[Project page](#)

**Hackaton "Цифровой прорыв"** (CV) (U-net) (Semantic Segmentation)

- Infrastructure object recognition using satellite data case from Scholtech. Results: 2th place (winners) overall in Beginners category

[Project page](#)

**Super Mario Bros AI agent** (CV) (Reinforcement learning) (Q-learning) (open-ai gym)

- This project focuses on training an AI agent to play the popular game Super Mario Bros using reinforcement learning techniques.

[Project page](#)

## TECHNICAL SKILLS

**Data Science:** Python, Pandas, NumPy, Matplotlib, Seaborn, SciPy

**Machine Learning:** Scikit-learn, NetworkX, Catboost, LightGBM, XGBoost, opencv

**Deep Learning:** PyTorch, Huggingface, NLP, Transformers, CV, RecSys

**MLOps:** PostgreSQL, neo4j, MongoDB, PySpark, Docker, GIT