

DMYTRO SYDOR

AI ENGINEER

Lviv, Ukraine
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SUMMARY

Third-year Bachelor's student in Artificial Intelligence Systems with hands-on experience in Python, ML basics, and LLM-based applications. Worked with LLM APIs, prompt engineering, data preparation, and experimentation workflows. Highly motivated to grow as a Junior AI/ML Engineer and contribute to LLM and ML pipeline development under mentorship.

TECHNICAL SKILLS

Python	Machine Learning basics	Linux / CLI
FastAPI (Basics)	Model evaluation	WebSockets (basic usage)
REST APIs, JSON	Basic experience with PyTorch/TensorFlow	SQL (basic)
LLM APIs	Git / GitHub	C++

PROJECTS

Contextual Popularity of Spotify Tracks (Academic Project) 2024 - Present

- Prepared and validated datasets for ML experiments
- Trained and evaluated ML models for popularity prediction
- Conducted iterative experiments and documented results

AI Code Assistant Present

- Integrated LLM APIs for code analysis and assistance
- Designed and optimized prompts for controlled, structured responses
- Parsed and validated JSON outputs from LLM responses
- Built backend-oriented Python logic with focus on reliability

Online Poker Game 2024-2025

- Participated in a team-based development of a poker game as part of SoftServe Garage program
- Worked on backend logic using Java (Spring Boot), including REST APIs and business logic
- Collaborated within an Agile team under mentorship, using Jira for task tracking and sprint planning
- Gained experience in Git-based workflows, code reviews, and team communication

EDUCATION

Bachelor's Degree — Artificial Intelligence Systems (3rd year) 2023 - Present

- Lviv Polytechnic National University

ADDITIONAL INFORMATION

- **Languages:** English (Intermediate), Ukrainian
- **Personal Traits:** Curious, fast learner, open to feedback, motivated to grow as a AI Engineer
- **Availability:** Flexible schedule compatible with university studies