Hesam Pakdaman

 GitHub | LinkedIn

Programming
Go | Python | Lisp | Rust

Languages
English | Svenska | Farsi

Backend engineer experienced in building scalable distributed systems, focusing on fault-tolerant event-driven architectures. Enjoys hexagonal architecture and domain-driven design for adaptable software. Prior experience in artificial intelligence, focused on machine learning systems.

Experience

voi.
Voi Technology

Senior Backend Engineer
May 2025—Sep 2025
Main contributor to the architectural redesign of the maintenance domain with emphasis on DDD patterns and transactional integrity. Modernized legacy services by replacing outdated Docker-based workflows with native Go tools, fixing broken linting in legacy CI/CD pipelines, and upgrading codebases to current standards. Led cross-team initiatives to remove `vendor` directories and paved way for GoReleaser to be incorporated for faster, standardized releases.

Go | GCP | PostgreSQL | Pub/Sub

Einride

Backend Engineer
Aug 2024—Feb 2025
Optimized multiple legacy flows, with the best improvement reducing execution time from 30s to 200ms. Reduced integration test time for the team's main service from 40s to 5s. Introduced an event-driven architecture for scalable telemetry processing and restructured the codebase for better adaptability. Improved observability with structured error reporting and authored ADRs to standardize logging.

Go | GCP | gRPC | PostgreSQL | Pub/Sub

H&M Group

Backend Engineer
Mar 2023—June 2024
Designed and implemented new microservices, introducing event-driven patterns like the outbox pattern. Built the team's first integration with a third-party service to enable A/B testing. Contributed to backend architecture discussions and developed features in the order flow, such as order moderation and partial fulfillment.

Python | k8s | Kafka | MongoDB | PostgreSQL

budbee
Budbee

Machine Learning Engineer
Apr 2022—Feb 2023
Improved models for package size classification and prototyped a model for better drive-time estimates. Ported a segmentation model from Java to a microservice in Python. Developed CLI tools for AWS labeling jobs and created reusable database libraries to eliminate redundant code. Acted as temporary team lead for three months, coordinating engineering efforts in the absence of managers.

Python | LightGBM | Metaflow | MySQL | PyTorch

Entecon

Machine Learning Engineer
Feb 2021—Mar 2022
Consulted for a California-based client, ensuring data quality through an extensible scoring library for dataset validation. Provided data insights to the team and developed a library to compute IoU metrics for 1D video segmentation, improving accuracy in distinguishing programs from commercials. Built a smoothing library to refine model outputs, reducing classification noise and improving prediction consistency.

Python | Matplotlib | NumPy | Pandas | PyTorch

DING
DING

Machine Learning Engineer
Jan 2018—Feb 2021
Developed a real-time object detection system for self-service fridges, enabling automatic product recognition using mounted cameras. Built a data annotation pipeline with feedback integration and optimized model training time. Evaluated and selected camera hardware, ensuring optimal placement. Integrated the detection system with the company's ecosystem, automating recognition when fridge doors opened.

Python | CUDA | FLIR | NumPy | PyTorch

Education

KTH Royal Institute of Technology

KTH Royal Institute of Technology
Civilingenjör i Teknisk fysik
- 2015—2018 MSc. Computer Science
- 2012—2015 BSc. Engineering Physics