

Applied AI researcher and engineer bridging multimodal learning, generative modeling, and computational models of human intelligence.

EDUCATION

University of Engineering and Technology Peshawar, Pakistan

Bachelor Studies in Computer Science

Sep. 2018 – Sep. 2022

Thesis: HTML Code Generation from Images with Deep Neural Networks

Advisor: Dr. Zakira Inayat

CGPA: 3.58/4.0

PROFESSIONAL EXPERIENCE

AI Lead

Oct. 2025 – Present

[Eris AI](#)

- Lead research and engineering in multimodal and generative modeling, building foundation models for agentic AI applications that combine language, vision, and action. Oversee initiatives spanning model design, system architecture, and deployment to enable next-generation interactive agents for enterprise and consumer products.

AI Researcher

Sep. 2024 – Oct.2025

[VOLV AI](#)

- Conducted AI research in 3D computer vision and deep generative modeling to deliver a virtual try-on SDK for garments and makeup using neural rendering, GANs, and diffusion models. Adopted by several fashion brands, the SDK increased user engagement by 40%. ([VOLV AI Virtual Try-On Demo](#)).
- Drove the development of 2D and 3D digital human avatars with improved pose estimation accuracy using OpenPose and AlphaPose, enabling personalized interactions and reducing product return rates by 30%.
- Spearheaded research on multimodal learning systems by integrating large language models (LLMs) with visual and audio signals, developing prototypes that enhance cross-modal reasoning and instruction-following for real-world applications in customer support and interactive experiences.

Research AI Engineer

Jan. 2023 – Dec. 2023

[BHuman AI](#)

- Led the development of scalable AI video pipelines using neural image reenactment, facial motion transfer, and voice cloning. Reduced video production costs by 40% for 90K+ users, including major news and media enterprises ([Use cases](#)).
- Integrated LLMs (GPT-3.5, LLaMA) with persona avatars and developed fine-tuned RAG-based chatbots for dynamic conversational AI. Achieved 85% user satisfaction across 10+ media and news enterprise clients.
- Researched and implemented state-of-the-art audio-driven neural lip-sync models using GANs and image super-resolution, which became the company's flagship product and primary revenue stream.

Undergraduate Research Assistant

Jan. 2022 – Oct. 2022

[CS&IT AI Lab UET Peshawar](#)

Advisor: Dr. Zakira Inayat

- Developed supervised neural network solutions for image processing and implemented generative models for automated image captioning tasks.
- Contributed to literature reviews and code writing in research projects on contextual intelligence and image similarity. Implemented mathematical optimization techniques like SVD, LU Decomposition, and Cross-Entropy Minimization.

Intern Machine Learning Engineer

Aug. 2021 – Nov. 2021

NAECO Blue GmbH

[[web link](#)]

- Developed analytical functions and machine learning models for selecting optimal spatial and temporal resolution of weather data for solar and wind energy predictions and insights.
- Implemented a data pipeline that reduced research and development time by nearly 50%, which was then adopted by 5+ EU meteorological agencies for their weather prediction models.

RESEARCH & PROJECTS

EmbedVoiceLLM: Efficient Multimodal Block-optimized Embedding-Driven Voice Operations with extensible learning

Jun. 2025 – Sep. 2025

- Engineered a multimodal speech-language system that eliminates ASR pipelines by directly projecting audio embeddings into LLM space, achieving 150ms time-to-first-token with Persistent Adaptive Token strategy and training only 3.5% of parameters through LoRA fine-tuning on Whisper-Llama/NeMo architectures.

FlexiSMPL: Flexible SMPL Body Modeling with Real-time 3D Visualization and Measurement Control

May. 2025 – Aug. 2025

- Built an interactive 3D SMPL body visualization framework with real-time measurement-based control through 23 anthropometric parameters, featuring optimized Open3D rendering with vertex-only updates and 60FPS continuous polling for responsive 3D manipulation and wireframe visualization modes.

VMVLM: Vision-Modulated Vision-Language Models for Improved Instruction Following

Jun. 2025 – Aug. 2025

- Architected a dual-pathway Vision-Language Model combining Q-Former learned queries with direct intermediate ViT feature injection, enabling enhanced multimodal instruction following through complementary visual representations fed to an LLM.

DGM-LLM: Darwin Gödel Machine with Large Language Model Integration for Autonomous Code Self-Improvement

May. 2025 – Jul. 2025

- Engineered an autonomous code optimization system by integrating LLM-guided mutations into an evolutionary algorithm, achieving a 25–35% average improvement across 6 quality metrics through adaptive selection strategies converging in 5–10 generations.

OmniFit-3D: A Unified Framework for 3D Virtual Try-On with Pose-Adaptive Realism

Jan. 2025 – Apr. 2025

- Designed an end-to-end, pose-adaptive 3D try-on pipeline with monocular depth estimation, two-stage clothing warping, and texture fusion, generating realistic meshes from 2D inputs and enabling multi-view rendering on consumer hardware.

LipSyncFace: High-Fidelity Audio-Driven and Lip-Synchronized Talking Face Generation

Jun. 2024 – Jan. 2025

- Developed a two-stage unified network for audio-driven lip-synchronized video synthesis, featuring audio-conditioned sketch prediction at 160×160 resolution and a rendering decoder, achieving PSNR 34.3, LSE-C 7.4, and LSE-D 6.0 with real-time inference capability.

Beyond CNNs: Encoded Context for Image Inpainting with LSTMs and Pixel CNNs

Jan. 2024 – Apr. 2024

- Architected a hybrid image inpainting approach combining WGANs with a novel Row-wise Flat Pixel LSTM architecture that runs efficiently on low-end CPUs, outperforming traditional CNN methods on CIFAR-10 through efficient sequential pixel generation.

lipsync2: Talking Face Generation with Most Accurate Lip Synchronization Aug. 2023 – Dec. 2023

- Enhanced a GAN-based lip-sync framework by incorporating a pre-trained discriminator validation, achieving 10% LSE-C and 6% LSE-D improvements with enhanced long-audio sequence handling.

face2face: One-Shot Talking Head Video Generation from a Source Image Jan. 2023 – Apr. 2023

- Developed one-shot talking head generation using unsupervised motion synthesis with flexible grid-based flow field estimation, achieving 5–10% improvements in animation metrics through adaptive refinement layers.

PUBLICATIONS

Taneem, U. J., & Ayesha, N. (2024). [Beyond CNNs: Encoded Context for Image Inpainting with LSTMs and Pixel CNNs](#). International Journal of Information Systems and Technology (IJIST), 6(5), Special Issue & ICTIS 2024.

Taneem, U. J., & Inayat, Z. (2022). [HTML Code Generation from Images with Deep Neural Networks](#). Journal of Engineering and Applied Sciences (JEAS), UET Peshawar. (**Award: Young Undergraduate Researcher**)

SKILLS

- **Programming Languages:** Python, C++, MATLAB, L^AT_EX, Bash Scripting (Linux)
- **ML/AI Frameworks:** PyTorch, PyTorch3D, TensorFlow, Keras, Transformers, LangChain
- **Libraries & Tools:** OpenCV, MediaPipe, ONNX, NumPy, Pandas
- **Developer Tools:** Git, WandB, Docker, Azure AI, GCP (Compute Engine, AI Platform), AWS (EC2, Lambda, SageMaker)