

SARDANA IVANOVA

Helsinki, Finland • sardana.n.ivanova@gmail.com • [LinkedIn](#) • Authorized to work in the EU

AI researcher with 7 years of experience in two universities and several companies, including 1 year leading a team of 3 engineers. Proficient in Python and deep learning frameworks. Experienced with Generative AI and LLMs. Planned, implemented and launched a Danish tax law agent using Retrieval-Augmented Generation (RAG).

Experience

Chief Science Officer
Populous Analytics - Danish lawtech startup

Helsinki (remote)
Dec 2023 - Jan 2025

- Managed the full development life cycle using Agile methodologies.
- Collaborated with stakeholders to define tasks, set milestones, assign work to developers and external contractors.
- Created Danish LLMs by fine-tuning open-source models utilising quantization and low-rank adaptation.
- Experimented with LangChain and decided to create own implementation for interactions with a model.
- Successfully transitioned the product from a working prototype to a paid subscription service.
- Created comprehensive documentation and a service catalog, improving the usability and maintainability of the service.

NLP Specialist
Kasvu Labs - Finnish IT startup

Helsinki
Dec 2022 - Oct 2023

- Worked on natural language processing tasks including summarization, emotion classification, emotions categorisation, and hard and soft skills detection for mental health and smart recruitment applications.

Doctoral researcher
University of Helsinki

Helsinki
Jan 2019 - Mar 2024

- Trained Finnish, Swedish and English poetry generation models which are now used in an exhibit in Heureka.
- Managed creation of a question answering dataset for Norwegian language.
- Developed an open-source morphological analyser for Sakha—a Turkic language spoken in Siberia with 90% coverage.
- Implemented a back-end of a language-learning platform using Python and Flask.
- Trained machine translation models for Turkic languages.

C++ programmer
Mytona - a game development company

Yakutsk
Jun 2014 - Dec 2015

- Implemented a cross-platform mobile game with C++.
- Worked as a level designer.
- Participated in quality assurance.

Education

University of Helsinki
PhD in Computer Science
GPA: 5.0/5

Helsinki
2024

Skills

Technical:

- Python, PyTorch
- NLP frameworks: spaCy, NLTK
- Large language model APIs: OpenAI, Mistral, LLaMA
- Model training, evaluation, and deployment
- Retrieval-Augmented Generation (RAG)
- Databases: SQL and NoSQL
- Web technologies: HTML, CSS

Soft skills

- Agile Project Management
- Attention to detail
- Self-discipline and organization
- International collaboration
- Communication and teamwork
- Critical thinking
- Fast learning

Language Skills: English fluent, Russian native, Sakha native, Finnish intermediate, Japanese intermediate