Ali Goldani

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Machine Learning Engineer with over 3 years of experience in designing, building, and deploying Software and AI solutions across products. Experienced in cutting-edge ML/DL, Generative AI, Natural Language Processing, and LLM frameworks.

SKILLS

 Programming
 Python, Java, Node.js, C/C++

 AI/ML
 PyTorch, PySpark, Scikit-learn, Transformers, Autoencoders, LLMs (RAG agents, tools, evaluation, fine-tuning, deployment), BERT, OpenAI, Llama3, LangChain Toolbox, LlamaIndex, Mistral, Data Engineering (ETL, Analysis, Visualization)

 Software
 SQL, NoSQL, Vector DBs, Pandas, NumPy, Matplotlib, Seaborn, Tableau, RESTful API Design, Object Oriented Programming, Design Patterns, Algorithm Design, Unit testing, Profiling, CI/CD pipelines, Agile Framework

 Technologies
 Git, Jira, Docker, Kubernetes, AWS, GCP, Azure, Vast.ai

 Languages
 English (Fluent), Persian (Native)

Hub for Neuroengineering Solutions

Machine Learning Engineer

- Deployed light weight detection, tracking, pose-estimation, and segmentation models for neuroscience laboratories.
- Integrated Depth Estimation models with Segmentation, Vision Language Models, and Vision Transformers for landmark detection.
- Designed an **RAG**-based chat bot using LangChain, LangSmith, and OpenAI API to help researchers in the analysis of behavioral data.
- Deployed containerized ML workflows using Python, PostgreSQL, and CI/CD pipelines to facilitate model training on GPU clusters.
- Worked on implementing features on our Django backend server to serve the AI models and establish seamless data flow.
- Implemented a robust ETL system to handle transfer of terabytes of data daily between our product resources.

Canadian Centre for Behavioral Neuroscience (CCBN)

Machine Learning Researcher

- Trained neural networks for pose-estimation using PyTorch with synthetic data utilizing a custom data generation pipeline reaching to up to 90% accuracy and cutting labor costs and time by 80%. Worked with Neural Radiance Fields (NeRF), Variational Autoencoders (VAE), and Diffusion Models for generating synthetic data.
- Designed and developed a test delivery software for subject evaluation using Unity Engine (C#), Android Studio (Java), and Arduino (C).
 Developed extensions for Raspberry Pi using Python with multithreading and PyQT reducing experiment time by 50%.
- Mentored groups of students at Introduction to Data Science Workshop held by Campus Alberta for two years.

PART Financial Data Processing

Software Engineer

- Optimized key libraries for data aggregation in **PostgreSQL**, reducing runtime by over **50%**. Proposed method replaced libraries in use.
- Developed a To-Do web app using Express.js with Unit Testing, REST API documentation, and CI/CD using GitHub Actions and Heroku.

Artronics Game Studio Mashhad, Iran Software Engineer Sep. 2017 – Jun. 2019 • Developed the back-end of a mobile app consisting of REST API endpoints with Express.js and complex in-database SQL functions. PROJECTS Virtual Mirror | Multithreaded Python, Google MediaPipe, Flask, OpenCV, DLib | GitHub Mar. 2021 – Sep. 2021 • Developed and integrated an algorithm to accurately detect facial features for 3D virtual cosmetic try-ons. • Implemented multi-threading and optimized the pipeline to achieve above 30 fps real-time output. Better Exam | Python, Flask, JavaScript, Bootstrap, Azure Cloud | GitHub Oct. 2020 – Jan. 2021 • Built a web app to assist visually impaired students in exams using Azure NLP services. It ranked top 50 in Azure AI Hackathon 2021. • I worked on designing the automatic speech recognition (ASR) and developing the backend. AwaRDS

Faulteria	
Alberta Innovates Scholarship University of Lethbridge School of Graduate Studies	Jan. 2022
Business Plan Competition 1st place University of Lethbridge School of Graduate Studies	May 2023

EDUCATION

McGill University, Montreal, QC Jan. 2024 – Present

University of Lethbridge, Lethbridge, AB

Jan. 2022 – Dec. 2023

Mashhad, Iran Jul. 2019 – Jan. 2020