

# SARDANA IVANOVA

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**AI Engineer** 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. Designed, implemented and launched a Danish tax law assistant using Retrieval-Augmented Generation (RAG).

## Experience

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### Chief Science Officer

*Populous Analytics - Danish lawtech startup*

Helsinki (remote)  
Dec 2023 - Jan 2025

- Designed and deployed a RAG-based GenAI chatbot using OpenAI GPT; experimented with fine-tuning open-source models (Mistral, Llama) utilising quantization and low-rank adaptation.
- Experimented with LangChain and decided to create our own implementation for chat interactions with a model.
- Managed the full development life cycle using Agile methodologies.
- Collaborated with stakeholders to define tasks, set milestones, assign work to developers and external contractors.
- 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 used in an exhibit at the Heureka science center.
- Led creation of a question-answering dataset for Norwegian during a research visit to the University of Oslo.
- 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++.

## Education

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### University of Helsinki

PhD in Computer Science

Dissertation: "Language Technology Tools for Low-Resource Languages—Five Cases for Sakha, Norwegian, and Finnish"

Helsinki  
2024

Available at: <http://hdl.handle.net/10138/572878>

## Skills

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- Python, PyTorch
- Large language model APIs: OpenAI, Mistral, LLaMA
- Model training, evaluation, and deployment
- Retrieval-Augmented Generation (RAG)
- Cloud: Google Cloud Platform
- Web frameworks: FastAPI
- Databases: SQL and NoSQL, FAISS vector database

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

## Selected Talks & Activities

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- PyData Helsinki 2026 — Teaching AI to Write Poetry in Three Languages
- ACL SIGTURK — founded SIG and organized inaugural workshop
- NoDaLiDa 2023 — NorQuAD: Norwegian Question Answering Dataset
- LREC 2022 — A Free/Open-Source Morphological Analyser and Generator for Sakha