

# Nurana Rustamli

## AI Engineer | Applied Machine Learning Engineer

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Portfolio: [nurana.rustam.li](https://www.nurana.rustam.li) | GitHub: [github.com/nrustamli](https://github.com/nrustamli) | LinkedIn:

<https://www.linkedin.com/in/nurana-rustamli-09b202239/>

## Education

### University College London (UCL)

MSc Data Science and Machine Learning (With Merit) | 2024-2025

*Applied Machine Learning, Applied Deep Learning, Information Retrieval and Data Mining, Complex Networks and the Web, Blockchain*

### Baku State University

BSc Computer Science (1st class degree GPA = 89.91) | 2020-2024

## Projects

DomainBERT - Academic Research Project

*Protein Language Model that was trained that investigated tokenisation of domains.*

[GitHub \(anonymised submission\)](#)

- + Investigated the development and application of protein language models for biological representation learning;
- + Built a custom Transformer encoder;
- + Trained it on 77M protein sequence dataset using domains as tokens;
- + Analysed the resulting embedding space to explore biological relationships between proteins;

## Spot The Artist

*AI-powered web application for real-time artwork verification and digital archiving.*

[GitHub](#) | [Live Site](#)

- + Built an image similarity pipeline using CLIP embeddings and cosine similarity search;
- + Developed prototype interface for artwork upload and user registration;
- + Implemented top-k similarity aggregation for automated artwork matching;
- + Reduced false positives by calibrating an 80% similarity confidence threshold;
- + Designed scalable Firestore schema with optimised image compression;
- + Containerised the application with Docker and deployed to Google Cloud Run via CI/CD;

## GenNard

*AI-powered 3D backgammon web game that generates custom board and checker textures from natural language prompts.*

[GitHub](#) | [Live Site](#)

- + Built an LLM-driven prompt interpreter to generate board and checker textures from natural language prompts;

- + Integrated asset generation with the real-time game rendering pipeline;
- + Developed an interactive Three.js 3D game prototype interface rendered in the browser;
- + Implemented parallel image generation pipeline with SHA-256 caching to reduce unnecessary computation;

## Skills

Programming: **Python, SQL**

Machine Learning & Data Science: **PyTorch, NumPy, Pandas**

Web Development: **HTML, CSS, Node.js**

Cloud & Deployment: **Docker, Google Cloud Run, Firebase, CI/CD**

Tools: **Git, GitHub, Claude Code, Colab, Figma**

## Languages

**English** (IELTS 7.5), **Russian** (native), **Azerbaijani** (native), **Turkish** (fluent)