

Marat Gazizulin

ML Engineer

AI Agents & Process Automation

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GitHub | LinkedIn | Telegram: @maratg2

I build AI systems that automate business processes

I design and deploy AI systems for business workflows: LLM applications, RAG and multi-step agent systems. My experience combines architecture, backend integration, automated dataset-based evaluation and tracing. I weigh quality, latency, cost and maintainability when choosing a solution.

Engineering experience

ORO (ex-Kantar) | ML Engineer

April 2026 - present

Technical implementation of AI tools for business process automation at a company of 250 people.

krem.digital | ML Engineer → Lead ML Engineer → CTO

January 2024 - March 2026

Built and launched Artilect from scratch, supporting text, image, video, audio and 3D generation and editing. Designed the architecture, backend APIs, task distribution and render workers; integrated models on a company GPU server through ComfyUI with external APIs through fal.ai. Implemented RAG for prompt generation based on the selected prompt type. Later owned technical planning, hiring, team coordination and release support.

Adventarium | ML Engineer

February - August 2025

Part-time project engagement. Built an AI game master for Telegram and Discord RPGs: multiple Dify workflows with over 100 nodes in total, different models, prompts and memory. Set up automated dataset-based answer evaluation, tracing and monitoring. Developed Python APIs, tests, MySQL integration, usage limits and subscriptions.

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Experience & engineering foundation

Model Agency | Lead ML Engineer

February - June 2025

Part-time project engagement. Clarified requirements and designed fashion-content generation pipelines using Runpod and ComfyUI, including custom nodes, character consistency, pose control and LoRA training.

Manka Games / ISTU / krem.digital / 23:23 team | Software Engineer · C# / Unity

May 2021 - June 2023

Built game and interactive systems: gameplay, multiplayer, tooling and backend integrations. The software engineering foundation behind my AI work.

Expertise

AI system design

From requirements to architecture: components, data flows, task distribution and model integration.

LLM applications, agents & RAG

Multi-step Dify workflows with multiple models and memory. RAG for scenario-specific prompt generation.

Evaluation & observability

Automated dataset-based answer evaluation, quality and performance analysis. Tracing and monitoring, including Langfuse.

Backend & deployment

Python APIs, databases and tests. External model integration and execution on company-hosted GPUs.

Generative media

Image, video, audio and 3D generation and editing. ComfyUI, custom nodes and LoRA training for visual tasks.

Education

Kalashnikov Izhevsk State Technical University · Bachelor's degree, Software Engineering, 2024.

Russian · native / English · B2