Guy Torbet

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Education

University of Edinburgh Edinburgh, UK
Bachelor of Science in Artificial Intelligence & Computer Science with First Class Honors (87%) *Sept 2021 – July 2025*
- University nomination and finalist for the Software Engineer of the Year award.
- Won the SkyScanner Award for my Systems Design Project.

Experience

Software Engineer Jun 2025 – Present
MaltedAI *Edinburgh, UK*
- Lead backend feature development for our core product, driving architectural decisions and onboarding engineers to the platform.
- Designed a conditional inference engine and Python DSL enabling dynamic routing of multimodel predictions, improving throughput and trust in automated decisions.
- Built a high-performance internal search engine using TF-IDF indexing with API integration, **accelerating dataset retrieval 10x**.
- Orchestrated multi-stage deployment pipelines across ingestion, fine-tuning, on-prem inference, and production apps - increasing deployment reliability and cadence.
- Created a real-time analytics + statistics layer supporting nested filters, temporal aggregates, and operational insights for customer and internal datasets.

Software Engineer Apr 2021 – Feb 2024
HackerNoon *Remote*
- Lead the development of a full migration to SvelteKit & Postgres. Resulted in **web vitals gains of over 20%** and **hosting cost reductions of 40%.**
- Built scalable model-serving infrastructure (Docker/K8s/GCP) powering AI editorial tooling **used by millions monthly.**
- Developed a distributed internal analytics system to accurately measure key KPIs while maintaining user privacy.
- Delivered major editorial upgrades including collaborative realtime editing, custom Markdown parsing, and a browser-native image editor, boosting publisher retention.
- Created a pipeline to **mint 30,000+ NFT awards** for top authors using a custom smart contract on Polygon.
- Implemented a robust comment + notification system with threading, live updates, and moderation tooling.

Software Engineer Intern May 2020 – July 2020
Alpha Data *Edinburgh, UK*
- Improved FPGA manufacturing test coverage using VHDL/Verilog automation in collaboration with the hardware engineering team.
- Reduced production error rates by 15% through enhanced validation procedures and tooling.

Projects

Blunder | Cheat Detection System for Online Chess | *Python, PyTorch, C++, FastAPI*
- Designed novel ViViT-based architecture for detecting selective engine use.
- Achieved 92% accuracy, a 14% improvement over previous state-of-the-art.
- Adopted by **Chess.com** to support Fair Play enforcement for high-risk matches

PintFind | Pub Finder App | *SvelteKit, JavaScript, SQL, Mapbox*
- Built and launched a full-stack platform surfacing venue recommendations based on geospatial + community data.
- Grew to **500+ active users and 300+ reviews**; negotiated and closed acquisition by a local competitor within 6 months.

AutoTab | AI Guitar Tab Transcriber | *Python, PyTorch, ScraPy*
- Built transformer-based model converting audio into guitar tablature with 85% accuracy.
- Scraped and trained on custom dataset of 10,000+ songs.

Synapse | Educational AutoGrad Engine | *Python, NumPy, Rust, Py03*
- Developed a custom autograd engine in Python and Rust to learn the fundamentals of backpropagation and machine learning.
- Implemented a variety of optimizers including SGD, Adam and RMSProp to demonstrate the differences in convergence speed.
- Used the engine to train a convolutional neural network on the MNIST dataset to achieve 95% accuracy in i10 epochs.

Skills

Languages: Python, Java, SQL, C, C++, Cuda, HTML/CSS/JavaScript, Go, Rust, VHDL.
Libraries: Pandas, NumPy, JAX, Triton, Matplotlib, PyTorch, Scikit, OpenCV, React, SvelteKit.
Developer Tools: Git, Google Cloud Platform (GCP), Amazon Web Services (AWS), Docker, Kubernetes.
Interests: Deep Learning, Finance, Chess, Poker, Guitar, Skiing.