

# DANILA IVANOV

## AI Media Pipeline Engineer

Ukraine · Remote · kartofelniydranik@gmail.com

I build tools for image and video generation, content production, and data processing. My work includes model integration, inference deployment, workflow automation, and internal web applications. I previously worked in motion design.

## WORK EXPERIENCE

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### Zeely — AI Solutions / Automation Engineer

2026 - Present

- Built 10+ internal tools for video upscaling, motion control, AI avatars, captions, storyboards, and UGC video production.
- Developed prototypes on Hugging Face Spaces using Docker, FastAPI, and JavaScript.
- Built LLM classification and clustering pipelines with asynchronous processing and GPT/Gemini cross-checks.
- Used coding agents to develop and revise tools with backend engineers. Documented prompts, parameters, API responses, and pipeline steps.
- Built a shared documentation hub; worked with Docker, Kubernetes, and Cloudflare.

### GetHoney.ai (Genesis) — GenAI Pipeline Lead

2024 - 2026

- Maintained image and video generation pipelines for an AI companion product.
- Rebuilt the character-generation workflow and integrated WAN, VEO, and Kling.
- Deployed and monitored inference endpoints on RunPod. Built log-based tools to investigate generation issues.
- Prototyped character video and audio calls and tested improvements to LLM chat.
- Built internal automations, managed one specialist, and set up generation quality checks.

### LM Line — AI Consultant · Contract

2023 - 2024

- Reviewed client workflows, identified tasks suitable for AI automation, and prepared implementation plans.

### The Unicorn Agency — AI Specialist, R&D · Part-time

2023 - 2024

- Produced generative visuals, icon systems, and educational content for social-media campaigns.
- Developed animation workflows and tested AI tools for animation, 3D, and product design.

### QuickQR — AI Engineer

2023

- Built a pipeline to generate and validate stylized QR codes, with custom design templates.

### Ejaw — AI Artist / Pipeline Engineer · GameDev

2023

- Created game icons, backgrounds, and animations with generative models.
- Automated image and animation production workflows.

### WOW-HOW — AI R&D Specialist

2022 - 2023

- Tested neural-network tools for video and animation production, including Stable Diffusion with Automatic1111.
- Built workflows for vector cut-out characters and animation rigging; trained style-specific LoRAs.
- Developed video-stylization workflows and automated production tasks.

## SKILLS

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|-----------------------------------|---------------------------------------------------------------------------------------------------------------|
| <b>Engineering</b>                | Python, FastAPI, JavaScript, REST APIs, SSE, Git, Docker, Kubernetes, Cloudflare                              |
| <b>LLMs &amp; agents</b>          | OpenAI, Gemini, coding agents, structured outputs, prompt engineering, classification and clustering          |
| <b>Generative media</b>           | Stable Diffusion, ComfyUI, LoRA training, Kling, VEO, WAN, Hailuo (Minimax), Midjourney, AnimateDiff, Deforum |
| <b>MLOps &amp; infrastructure</b> | RunPod, Hugging Face Spaces, inference endpoints, batch processing, log-based debugging                       |
| <b>Creative</b>                   | Motion design, After Effects, Photoshop                                                                       |

## LANGUAGES & INTERESTS

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|------------------|--------------------------------------------------|
| <b>Languages</b> | English - Upper-Intermediate; Ukrainian - native |
| <b>Interests</b> | Cycling, 3D modeling, 3D printing                |