

Petr Ivan

Machine learning engineer · CS at TU Delft

Machine learning engineer working across model development, production inference, and product delivery, with a focus on music and creative software.

Creator of ChordSeqAI, formerly Lead AI Engineer on Mozart AI, and Computer Science and Engineering student at TU Delft.

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EXPERIENCE

Lead AI Engineer
Arthos · Mozart AI

May 2025 – Jun 2026

Joined Arthos as its first non-founding engineer before the launch of Mozart AI. Built and shipped machine learning systems for generative music and audio-to-MIDI.

- Developed Transformer-based models for MIDI generation and audio-to-MIDI transcription.
- Built streaming data, training, evaluation, release, and model-comparison pipelines.
- Optimized production inference with ONNX Runtime, TensorRT, batching, memory-aware concurrency, and GCP deployment.
- Integrated ML into the React/TypeScript DAW; also contributed to Vibe Sessions, social features, infrastructure, and CI/CD.
- Co-authored the [Mozart AI demo paper](#) for the NeurIPS 2025 AI4Music workshop.

Trainee
Student Trainee Center

Jan 2022 – Dec 2023

Completed a selective two-year apprenticeship supported by Microsoft, focused on modern technologies and soft skills. Built ChordSeqAI as the final project and graduated with distinction.

EDUCATION

Delft University of Technology
BSc Computer Science and Engineering

Sep 2025 – 2028

GPA: 9.67/10

PROJECTS

ChordSeqAI

Sep 2023 – present

Open-source composition tool combining chord-sequence models with local browser inference, an editable timeline, playback, and export. Reached 5,000+ peak monthly active users.

AI Cup 2026

Apr 2026

Placed first overall among 89 teams and presented at the Dutch AI Congress. Co-built the top-ranked Kaggle classifier and C++/ONNX deployment prototype, contributing to modelling and system design.

Entitatis Mundus

Aug 2022

Solo 2D platformer built in Unity in one week; handled code, pixel art, music, and level design. Ranked #86 overall and #30 in game design among 1,046 entries.

HONORS & AWARDS

Coding Competition · 3rd Nationally

Jun 2025

Four-hour contest spanning game development and algorithm design. Won the district and regional rounds before placing 3rd nationally.

Learned Society of the Czech Republic

May 2025

Award for secondary-school students for ChordSeqAI.

Taiwan International Science Fair

Jan 2025

Second Award in Computer Science and Information Engineering for ChordSeqAI. Represented Czechia among more than 30 countries.

Jaroslav Heyrovský Endowment Fund Prize

Dec 2024

National recognition for ChordSeqAI research, awarded at the Czech Academy of Sciences.

Students' Professional Activities

Jun 2024

1st place nationally in Computer Science for ChordSeqAI.

SKILLS

Languages: Python, TypeScript, Java, C++, C#

ML: PyTorch, Transformers, ONNX Runtime, TensorRT, DSP

Web: React, Svelte, Next.js, Tailwind CSS

Infrastructure: GCP, Docker, Git, CI/CD

CERTIFICATIONS

Machine Learning in Production - DeepLearning.AI

GANs Specialization - DeepLearning.AI

Deep Learning Specialization - DeepLearning.AI

Cambridge Certificate in Advanced English - C2, score 204

Test of Russian as a Foreign Language (TORFL-I): B1

TEST SCORES

SAT: 1570 · Math 800 · 99th percentile

LANGUAGES

English: C2, certified

Czech: native

Russian: B1, certified