

Alfred Persson

Senior AI Engineer

CONTACT

EMAIL
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LINKEDIN
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GITHUB
github.com/alfredpersson

LOCATION
Stockholm (from Q1 2027)

EDUCATION

Interaction Technology & Design (MSE Programme)
Umeå University
2016 – 2021

Exchange Semester
Northern Arizona University
Fall 2019

CERTIFICATION

AI Evals for Engineers & PMs
Hamel Husain & Shreya Shankar, 2026

AI Engineer Expert
Datalumina, 2026

SKILLS

AI / LLM
LLM applications, tool-calling agents, RAG, guardrails, human handoff, structured outputs

EVALUATION
Error analysis, LLM-as-judge checked against human labels, CI tests from production errors, Langfuse

LANGUAGES & STACK
Python, FastAPI, TypeScript, Node.js, React, Next.js, SQL / PostgreSQL

INFRA
Render, Vercel, Modal, Cloudflare Workers, Postgres (Neon, pgvector), Upstash Redis, Docker, GitHub Actions

LANGUAGES

English (Fluent)
Swedish (Native)

SUMMARY

I build AI products that prove they work, on every change. I'm trained in interaction design, so I start with what the user is trying to get done, and I use error analysis to find where the product fails to deliver it. I use AI only for the parts where nothing simpler works, and build the rest as ordinary software. I also design what the product does when the model is wrong: what the user sees, and when a person takes over.

EXPERIENCE

AI Engineer

SveaSync Solutions · Mar 2026 – Present

- Designed, built and operated a multi-tenant AI assistant platform for local businesses in hospitality and events, with responsibility for the whole product: architecture, quality, compliance and pricing
- Built the assistant as a tool-calling LLM agent in Python with a TypeScript frontend, serving website chat and WhatsApp Business
- Quality system: risk classification and deterministic guardrails before any model call, escalation to a person when the assistant is unsure, and every production error converted into a permanent CI test
- Built EU AI Act transparency into the assistant and drafted the service and data processing agreements

Senior Software Engineer / Tech Lead

ChromaWay · 2022 – Feb 2026

- Tech lead for teams of up to 10 developers on Chromia, a blockchain platform built on a relational database (Postgres)
- Built a RAG-based chat application on the platform's AI services (LLM inference, on-chain vector database), deployed live as the company's official showcase of what developers can build with those services
- Built the entire blockchain backend for the game Mines of Dalarnia with one colleague: over 1M real-money transactions, peaked as the second most used app on Binance Chain
- Owned the staking system, where 1,000+ users locked their own funds, and fixed a critical bug that caused exponential data growth, which resolved a network-wide performance problem
- Took partner projects from first conversation to first version with the partner companies, and set up external user tests of the developer documentation

Software Engineer

ChromaWay · Sep 2021 – 2022

- Developed and deployed production smart contracts in Solidity on Ethereum and Binance Chain

Front-end Developer (part-time)

Senseworks · Mar 2020 – Jul 2021

- Built interactive tables and graphs of financial data for auditors and accountants in React and TypeScript