

Kjell Runar Horvli

Machine learning · Artificial intelligence · Data analysis

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EDUCATION

MSc Information Science University of Bergen Specialisation: machine learning, computer vision, natural language processing <i>Thesis:</i> detecting AI-generated images using diffusion inversion, extended to rectified-flow generators such as Stable Diffusion 3.5	<i>Aug 2025 – Jun 2027 (expected)</i> <i>Grade average 4.2 (A–E scale, A=5)</i>
BSc Information Science University of Bergen	<i>Aug 2022 – Jul 2025</i>
Krigsskolen (Norwegian Military Academy) Forsvarets høyskole, Oslo	<i>Aug 2021 – Jun 2022</i> <i>First year of three completed</i>

EXPERIENCE

Research Assistant, SafeLLM / TryggLLM <i>University of Bergen</i> · Built the Nynorsk portion of the first Norwegian-language safety dataset for large language models · Wrote the reference answers defining how a model should ideally respond to each prompt	<i>Jan 2025 – Jun 2025</i>
Teaching Assistant <i>University of Bergen</i> · Three machine learning and AI courses; labs and seminars for around 60 students each, plus grading and written feedback	<i>May 2024 – Jun 2026</i>
Military Service <i>Forsvaret / NATO CoE Cold Weather Operations</i> · Selected to serve at the NATO Centre of Excellence for Cold Weather Operations; logistics support for winter training of Norwegian and allied forces	<i>Aug 2020 – Aug 2021</i>

PROJECTS

- **Stroke risk screening model** — machine learning for patient triage, built around asymmetric error cost where a missed case matters far more than a false alarm
- **Beer recommender system** — built from scratch; handled item representation, cold-start users and evaluation design
- **Market analysis and backtesting** — Python analysis of crypto and equity data with out-of-sample evaluation and transaction costs
- **Fantasy football optimiser** — model suggesting optimal team selections from historical performance data

LEADERSHIP AND VOLUNTARY WORK

Head of Events , NHHI Klatre- og Tindeklubb	<i>2025 – present</i>
Social Events Coordinator , Masterutvalget InfoMedia, University of Bergen	<i>2026 – present</i>
Head of Esports , Bergen Challenge	<i>2024</i>
Sports Equipment Manager , NHHI Klatre- og Tindeklubb	<i>2024</i>
Handball Coach , Gloppen Handballklubb	<i>2017 – 2019</i>

TECHNICAL SKILLS

Programming	Python, Java, JavaScript, SQL, R, Bash
Machine learning	Deep learning, computer vision, diffusion models, NLP and large language models, recommender systems
Frameworks	PyTorch, TensorFlow, Keras, scikit-learn, Hugging Face Transformers, OpenCV
Tools	pandas, NumPy, Git, Jupyter, Linux; currently learning Azure and Docker
Languages	Norwegian (native — Bokmål and Nynorsk), English (fluent), German (intermediate)