

EOIN TOLSTER

FORWARD DEPLOYED AI ENGINEER | AI PRODUCT ENGINEER

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PROFILE

Forward deployed AI engineer and product-focused software developer with deep experience building applied AI systems from prototype to production. Recent work includes production AI services for a major Australian banking customer, RAG and document extraction systems, agentic remediation tools, evaluation frameworks, and local/on-device LLM applications. Known for translating ambiguous business problems into working software, guiding stakeholders on what AI can and cannot do, and shipping practical tools used by real teams.

SKILLS

Applied AI

- RAG systems, agents, tool use, structured outputs, JSON schemas
- Embeddings, reranking, chunking, OCR, PDF parsing, document extraction
- LLM evaluation, hallucination reduction, model selection, multi-provider AI
- Multimodal AI: image, voice, vision, audio and app-based AI workflows

Engineering

- Python, JavaScript, TypeScript, React, Node.js
- Docker, GitHub Actions, CI/CD, Linux, PostgreSQL, Redis
- DigitalOcean; practical exposure to AWS, Azure and Google Cloud
- Production support, secure environments, stakeholder-facing delivery

AI Products

- On-device LLMs with llama.cpp, GGUF and Gemma
- ComfyUI, Stable Diffusion, Flux and commercial image generation workflows
- iOS app publishing, web products, Steam game development and AR/VR prototypes

PUBLIC WORK

- QuestGiver: local iPhone LLM app using llama.cpp and GGUF Gemma.
- Published roughly 10 iOS apps in recent months, including Mind Melody.
- Fluqi.com hosts Scanit and KidBank; KidBank is used by family/school users.
- YouTube: @eointolster, 5k+ followers, focused on AI learning and experiments.

EDUCATION

Bachelor's Degree in Digital Software System Engineering

Galway Mayo Institute of Technology | Ireland

EXPERIENCE

Forward Deployed AI Engineer

Rackspace Technology | Australia | Oct 2025 - Present

- Developed and maintain a production background AI service for a major Australian banking customer under strict enterprise security guidelines.
- Invented practical solutions for ambiguous customer problems, moving the work from prototype through demos, internal tools, integrations and production use.
- Built agent-based software that significantly accelerates remediation workflows and supports engineers in resolving issues faster.
- Work across Python, JavaScript/TypeScript, Redis, vector databases, OpenAI, Anthropic, Gemini, evaluation frameworks and model-selection processes.
- Operate as an embedded engineer across customer and internal teams, advising on feasibility, constraints, security and realistic AI delivery.

Innovation Director

Plus Also Studios | Melbourne | Oct 2024 – April 2025

- Led applied AI and emerging technology delivery across customer-facing projects, internal tools and creative production workflows.
- Built and guided work involving voice models, image generation pipelines, ComfyUI workflows and repeatable processes for delivering AI systems to clients.
- Taught teams how to distinguish useful AI capability from hype, helping shape realistic product, creative and engineering decisions.
- Contributed to technology and creative projects connected to award submissions and client innovation work.

Senior Software Engineer (AI research and development)

Lawlab Pty Limited | Melbourne | Feb 2024 – Oct 2024

- Built an early AI conveyancing review system in Australia, reducing document review time from approximately three days to around three minutes.
- Designed RAG, document extraction and PDF interpretation workflows using Python, JavaScript, HTML, OCR, chunking, embeddings and multiple LLM providers.
- Focused on reducing hallucination risk through validation, structured extraction, model comparison and practical human-in-the-loop workflows.
- Built and hosted the system while working in a small engineering team, covering frontend, backend, AI orchestration and deployment concerns.

PRODUCTS

- QuestGiver - flagship local AI iPhone app using llama.cpp and GGUF
- Gemma to turn camera input into fantasy quests.
- Steam game - built to complete a long-term ambition of shipping a commercial game.
- Fluqi / Scanit / KidBank - active side projects covering AI inspection tooling, family finance learning and product experimentation.
- Bunkerdox - previous revenue-generating product, now

PROFESSIONAL FOCUS

I am seeking roles that value practical AI engineering, fast product learning and real delivery. I work best where I can move between customer problems, prototype design, production engineering and stakeholder education - especially in teams building useful AI systems rather than demonstrations that never reach users.

ACHIEVEMENTS

- Delivered a production AI service for a major Australian banking customer while operating inside enterprise security and governance constraints.
- Built an AI conveyancing review system that reduced review work from approximately three days to around three minutes.
- Shipped QuestGiver, a local iPhone LLM application using llama.cpp, GGUF and Gemma, despite working primarily through Expo and without a Mac-first workflow.
- Created AR/GNSS and VR AI training systems at Trimble, connecting software, field devices and practical user workflows.
- Built a public AI learning profile through YouTube, apps, websites, hackathons and shipped products rather than purely internal prototypes.

EXPERIENCE (CONT.)

Applications Specialist

Trimble Ltd | Christchurch, New Zealand | Nov 2021 – Aug 2023

- Built an AR system connecting to Trimble GPS/GNSS devices so field users could visualise home-office points in the real world.
- Released an early company RAG system and created an AI training module inside a virtual reality environment.
- Delivered Unity, AR/VR/XR, Android, HoloLens, point-cloud and OpenAI integration prototypes for advanced survey and field workflows.
- Supported field testing, research, spectrum analysis and practical integration work with survey hardware and geospatial data.

Software Engineer

Precision Tracking Ltd | Christchurch, NZ | Jan 2015 – Jul 2021

- Built and maintained fleet-management and asset-tracking systems used across a large portion of New Zealand.
- Worked across Python, Java, C, JavaScript, Node.js, React, Express, SQL, PostgreSQL, QGIS, Linux and DigitalOcean infrastructure.
- Delivered customer support, technical debt reduction, backend services, web applications, integrations and production system maintenance.

Customer Support Engineer

Tait Communication | Christchurch, NZ | Jun 2008 – Dec 2014

- Deployed and supported radio communication systems for public and private customers internationally, including a major Iowa wind farm project.
- Updated London bus communications systems independently and diagnosed external interference affecting Huntingdon Bus operations.
- Built Android, training and local-server assessment tools for internal teams while working across Linux, networks and radio infrastructure.