



employment

September 2019 - present
Johannes Kepler University

www.jku.at/en/institute-for-machine-learning

Position: Research Scientist

Expertise: Reinforcement Learning / Deep Learning

Reserch and development of algorithms for agent control in complex multi-task environments. Predestrian intention recognition for autonomous driving.

October 2016 – August 2019

CELUM GmbH

www.celum.com

Position: Data Scientist

Expertise: Object-in-Context Recognition with Deep Neural Networks

Image classification and object recognition for similarity search of recommender systems. Integration of image based search in digital asset management system.

May 2018 – December 2018

Imagine Kara LLC (Delaware USA)

www.apollon.network

Position: CEO

Expertise: Fintech Development - Crypto Currency and Distributed AI-Computation
Partnership with Apollon to create a cloud-based masternode solution for automat-ed coin hosting. Involved in core development, testing and deployment processes.

August 2016 – September 2016

Hagenberg Software GmbH (aquired by S&T-Technologies)

www.snt-technologies.com

Position: Mobile App Developer

Project: Cross-Platform App Development using Apache Cordova

Development and maintainance of a cross-platform application for supply chain management. Operated as a full-stack developer.

April 2016 – June 2016

Siemens Corporate Research

www.usa.siemens.com

Department: CT (Princeton USA)

Position: Software Developer Internship

Expertise: AI enabled Cross-Platform App Development using Xamarin

Development of cross-platform application for handwritten character recognition based on Support Vector Machines and Neural Networks. Elaborate use of Android NDK and Interop Services with C++ interfaces.

certifications

2017

Udacity Nano Degree

Deep learning Foundation

www.wp.me/a7SrVj-1bY

2011

Oracle Certified Professional,

Java SE 6 Programmer

CIIT GmbH

www.dinu.at/data/certifications/021133.pdf

2010

MCITP Administrator

bit group GmbH

www.dinu.at/data/certifications/MicrosoftZertifikat.pdf

interests

- App Development (iOS and Android)
- Raspberry Pi
- VR Gaming - Unreal Engine 4 and Unity4
- Multimedia editing using Adobe Photoshop, InDesign, Premiere and After Effects
- Crypto Currency Masternode development
- Research in Artificial General Intelligence and Quantum Mechanics

skills

Java 90%

C# / .NET 80%

C / C++ 40%

Python 90%

Reinforcement Learning 90%

Machine Learning / Deep Learning 90%

R / Mathematica 30%

XML / XPath / XQuery 70%

SQL/NoSQL 70%

JavaScript / TypeScript 80%

Unity / Unreal Engine 20%

HTML5 / PHP / jQuery / CSS3 / LESS 70%

Pytorch / TensorFlow 70%

Google Cloud / Azure 40%

Software Analytics 80%

Software Architecture 90%

Product Management 80%

Docker 70%

iOS / Android / Xamarin / Cordova 70%

LaTeX 70%

Linux / Mac / Windows 100%



December 2010 – March 2016

Novotech Elektronik GmbH (aquired by S&T-Technologies)

www.snt-technologies.com

Department: Banking Automation

Position: Software Architect and Product Manager

Expertise: Software development for self-service coin counting devices

Lead developer and product manager responsible for a four person team to design, develop and deploy software solution for coin counting devices. Main focus on implementing SOAP / WebServices for interop services between Java and C#.NET.

Responsible for coordinating and training international support and service teams.

education

October 2019 – present

Johannes Kepler University Linz

Expected Degree: PhD in Machine Learning

www.bit.ly/2QKLQ7b

Expertise: Reinforcement Learning, Multi-Task Learning, Continuous Learning

Overcoming Catastrophic Forgetting in Deep Reinforcement Learning agents.

Development of probabilistic models for intention prediction of pedestrians for autonomous driving.

October 2017 – 2019

Johannes Kepler University Linz

Expected Degree: Master's Degree Computer Science - Data Science

www.informatik.jku.at/teaching/master/DS/index.html

Specialization: Deep Neural Network / Machine Learning

Exchange Program: WS 2018/19, National Taiwan University of Applied Science and Technology

Major courses focused on Artificial Intelligence, Computer Vision, Machine Learning (DL, SVM, Random Forest, etc.), heuristics (Genetic Programming) and Data Warehousing.

publications

- Quantifizierung leichter mentaler Erregung durch korrelative Veränderungen von HK- und metabolischen Parametern anhand einer 3D-Gefahrensimulatio, Nieren- und Hochdruckkrankheiten, Jahrgang 44 - Oktober (457 - 461) www.bit.ly/2JghSDO
- Labeling for Pedestrian Intention Recognition, Poster AICON 2019

projects

- Demo Project: Photo Management App for iOS incl. Web App
- XAP: Masternode backend development
- Operation Phrike: Simulation software for virtual reality stress test analysis using Oculus Rift, Myo, Unreal Game-Engine and C# (WPF, Entity Framework)
- XCompiler: Cross-Language compiler, mapping different programming languages to the .NET platform using C#, Coco/R and Roslyn
- MER: Handwritten mathematical equation recognition application using Xamarin, C#, C++, Python, Android NDK and Machine Learning (Support Vector Machine, Recurrent Neural Networks)

skills

Java	90%	XML / XPath / XQuery	70%	Software Analytics	80%
C# / .NET	80%	SQL/NoSQL	70%	Software Architecture	90%
C / C++	40%	JavaScript / TypeScript	80%	Product Management	80%
Python	90%	Unity / Unreal Engine	20%	Docker	70%
Reinforcement Learning	90%	HTML5 / PHP / jQuery / CSS3 / LESS	70%	iOS / Android / Xamarin / Cordova	70%
Machine Learning / Deep Learning	90%	Pytorch / TensorFlow	70%	LaTeX	70%
R / Mathematica	30%	Google Cloud / Azure	40%	Linux / Mac / Windows	100%

*Scales are estimated based on relative time investment on projects or work related experiences



October 2013 – September 2016

University of Applied Sciences Upper-Austria
Degree: Bachelor of Science in Software Engineering
www.bit.ly/2UAX4ft

Specialization: Software Development and Architecture

Major courses focused on object oriented programming, functional programming and component based architectures / services. Including advanced algorithmics, test and model driven development, software design principles and usability engineering. Programming and Scripting Languages: Pascal, Java, C, C++, C#, JavaScript, SQL, XML

September 2012 – July 2013

University of Applied Sciences Upper-Austria
Earned Degree: G.E.D.
www.bit.ly/2UgVuRa

November 2010

WIFI
Passed Exam: Apprenticeship Certification
www.wifi.at

September 2005 – July 2007

HAK Auhof
Attended: Economic-focused secondary school
www.hakauhof.at/index.php/hak/hakit

September 2002 – July 2005

HTL Paul Hahn
Attended: Engineering-focused secondary school
www.litec.ac.at/fachrichtungen/mechatronik/htl-tagesschule

hobbies

- Soccer, Tennis, Ping Pong, Cycling, Running, Soft Ball, Jiu-Jitsu, Karate, Aikido
- Fishing
- Gaming (Xbox, Steam)
- Sightseeing / Traveling
- Photographing
- Reading

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