Pius von Däniken

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Education

Swiss Federal Institute of Technology, Zürich (ETHZ) 2015
Department of Computer Science · `inf.ethz.ch`
MSc Computer Science

Machine Learning · Information Retrieval · Data Mining · Statistical Learning Theory

Probabilistic Artificial Intelligence · Recursive Estimation

Swiss Federal Institute of Technology, Lausanne (EPFL) 2012 — 2015
School of Computer and Communication Sciences · `ic.epfl.ch`
BSc Computer Science

Signal Processing · Stochastic Models · Linear Models · Internet Analytics · Compiler Construction · Computer Architecture

Course Projects

An Empirical Evaluation Of Contextual Bandit Algorithms

Bachelor Semester Project · EPFL · 2015

Implemented *LinUCB* and *Thompson Sampling* for Contextual Bandits

Evaluated Regret on the *Yahoo! Front Page Today Module User Click Log Dataset*

Rhythm Game

Game Programming Laboratory · ETHZ · 2016

Designed a local coop multi player rhythm game in a team of 4 people

Implemented a procedural music generation engine to use in the game

Byte Code Interpreter in C

Compiler Construction · EPFL · 2014

Designed and implemented a simple byte code interpreter inspired by the JVM

Modified code generation stage of compiler written as part of the class

Personal Projects

Kalman Filter For Robot Positioning Via Laser Beacons

Eurobot Robotic Contest · 2014

Participated in the Swiss Eurobot Contest as part of team CVRA · swisseurobot.ch · cvra.ch

Written in C · github.com/31415us/beacons

CPU Based Ray Tracer With Cel Shading

Lisp In Summer Projects Competition · 2013

Written in Clojure · github.com/31415us/celine

Skills

Programming Languages	C · Python · Java · Scala · C++
Scientific Computing	Matlab · Numpy · Scipy
Other	Unix · Git
Languages	German (native) · English (fluent) · French (fluent)