Jonathan Giezendanner

Dr. Ing. Env. EPFL

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GieziJo

in j-giezendanner

Google Scholar (cNx-EnK4AAAAJ)

Languages –

French: Native language

German: Second native language

English: Fluent

Italian: Basic knowledge

Skills —

Machine Learning, Mathematical Modeling, Data Analysis and Sciences, Programming, Optimisation, Calibration

Computer Skills ———

Languages: Python, R, C#, Java, SQL WebDev: HTML, CSS, JS DevOps: Docker, HPC

GIS: QGIS, Google Earth Engine, Post-

GIS (PostgreSQL)

Others: GIT, Unity3D, Latex, Linux,

Windows

Soft Skills ———

Working in different environments has given me the ability to adapt quickly to new situations, become a good team-player, understand project management and develop strong skills in communication with partners and colleagues. Additionally I'm a fast thinker, rapidly able to connect the dots, always curious about new things, driven. Humour is very important to me and often works well with other people.

Interests ——

Cycling, ski-touring, mountaineering, cooking, gaming, game development, board games, music, films, books, concerts, coffee, beers

Experience

Since 2021 Postdoctoral Researcher at the University of Arizona (UA) UA

Tucson, USA

At the Social Pixel Lab led by Prof. E. Tellman Sullivan, Involved in multiple projects regarding flood monitoring and mapping us-

ing remote sensing and machine learning

Since 2020 Co-founder and developer at Early Coffee Games

Swiss indie games studio focused on developing *Hermit - an underwater tale*, granted with a Pro Helvetia pre-production grant and Game Developers Conference 2022 Delegation Selection.

2021 Research Scientist at the University of Bern U^b, Bern Short term work for modeling of an urban watershed situated in

the North of Berlin.

2020 Postdoctoral researcher at the Swiss Federal Institute of Technology (EPFL)

EPFL, ECHO, Lausanne

At the Laboratory of Ecohydrology ECHO, led by Prof. A. Rinaldo

2014-20 Co-founder and developer at Sharped Stone Studios

Swiss independent game creation collective, involved in multiple projects, game jams and games integrated in modern art exhi-

bitions.

2016-19 Ph.D. in Civil and Environmental Engineering EPFL, ECHO

Specialised in theoretical ecology, with a focus on metapopula-

tion dynamics of mountain species.

Teaching duties: main teaching assistant for water resources engineering, teaching assistant in probability and statistics

2015 Computer vision scientist Insel, Bern

Involved in the development of a tool for automated tumor detection using spectral imaging and machine learning, at the Sup-

port Center for Advanced Neuroimaging (SCAN)

2012-15 Teaching assistant EPFL

Classes: signals, instruments and systems, numerical analysis,

geomatics, analysis II

2013 Engineering intern Emch+Berger, Bern

Internship at the engineering office Emch+Berger, in the environmental section. Involved in projects regarding water flow

management in urban environment

2011 Research assistant SHL, Bern

Assistance in the development of BioChar, at the Swiss Applied

University for Agriculture (SHL)"

2009 Caregiver intern Regional hospital, Moutier

Internship as caregiver at the regional hospital of Moutier

2008-09 Military service Swiss armed forces, Airolo

Military service as medic, graduated with the rank of sergeant

(group leader)

Education

2013-15 Msc Environmental Sciences and Engineering EPFL

Minor in Computational Sciences and Engineering

Master thesis: rainfall forecasting in Burkina Faso using

Bayesian-Wavelet Neural Networks

2009-13 Bsc Environmental Sciences and Engineering EPFL

2005-08 Bilingual high school (D/F) Alpenstrassen Gymnasium Biel

Specializing in Economics and Law

Extracurricular activities

2014-17	Organisation of the Balélec Festival (15'000 People) on EPFL
	campus: chief financial officer (2016), internal catering man-
	ager (2015), electricity- and water-supply manager (2014)

- 2013-15 Class representative at EPFL, defending the interests of the students in discussion with the school
- 2012-14 Founder and vice-president of the association TREE, meant to favor interactions between students in environmental engineering