



Jonathan Giezendanner

Dr. Ing. Env. EPFL

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- GieziJo
- Scholar (cNxEnK4AAAAJ)

Languages

French: Native language
German: Second native language
English: Fluent
Italian: Basic knowledge

Skills

Mathematical Modeling, Data Analysis and Sciences, Programming, Optimisation, Calibration, Machine Learning, Theoretical Ecology, Water Resources Engineering

Computer Skills

Languages: Python, Matlab, R, C#, C++, C, Java, SQL
WebDev: HTML, CSS, JS, MERN Stack
GIS: QGIS, ArcGis, PostGIS (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

- 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.
- 2016-2019 Ph.D. in Civil and Environmental Engineering EPFL, ECHO
Specialised in theoretical ecology, with a focus on metapopulation dynamics of mountain species.
Teaching duties: main teaching assistant for water resources engineering, teaching assistant in probability and statistics
- 2015 Computer vision scientist (swiss civilian service) Insel, Bern
Involved in the development of a tool for automated tumor detection using spectral imaging and machine learning, at the Support Center for Advanced Neuroimaging (SCAN)
- 2012-2015 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 (swiss civilian service) 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
- 2008-2009 Military service Swiss armed forces, Airolo
Military service as medic, graduated with the rank of sergeant (group leader)
- 2005 Farming assistant Gstaad
Help in daily tasks on the farm

Education

- 2013-2015 Msc Environmental Sciences and Engineering EPFL
Minor in Computational Sciences and Engineering
Master thesis: rainfall forecasting in Burkina Faso using Bayesian-Wavelet Neural Networks
- 2009-2013 Bsc Environmental Sciences and Engineering EPFL
- 2005-2008 Bilingual high school (D/F) Alpenstrassen Gymnasium Biel
Specializing in Economics and Law

Extracurricular activities

- since 2020 Co-founder and developer at Early Coffee Games, a Swiss indie games studio focused on developing *Hermit - an underwater tale* which was granted with a Pro Helvetia pre-production grant.
- 2014 - 2020 Co-founder and developer at Sharped Stone Studios, a Swiss independent game creation collective, involved in multiple projects, game jams and games integrated in modern art exhibitions
- 2014-2017 Organisation of the Balélec Festival (15'000 People) on EPFL campus: chief financial officer (2016), internal catering manager (2015), electricity- and water-supply manager (2014)
- 2013-2015 Class representative at EPFL, defending the interests of the students in discussion with the school
- 2012-2014 Founder and vice-president of the association TREE, meant to favor interactions between students in environmental engineering