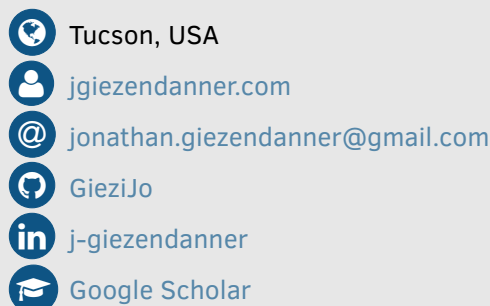


Jonathan Giezendanner

Dr. Ing. Env. EPFL



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, 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

Since 2021	Postdoctoral Researcher	University of Arizona (UA), Tucson, USA
	At the Social Pixel Lab led by Prof. E. Tellman Sullivan, Involved in multiple projects regarding flood monitoring and mapping using remote sensing and machine learning	
Since 2020	Co-founder and developer	Early Coffee Games
	Swiss indie games studio focused on developing Hermit - an underwater tale , granted with a Pro Helvetia pre-production grant (2020), Game Developers Conference 2022 Delegation Selection, and Pro Helvetia production grant (2022).	
2021	Research Scientist	University of Bern (U ^b), Bern, Switzerland
	Short term work for modeling of an urban watershed situated in the North of Berlin.	
2020	Postdoctoral Researcher	Swiss Federal Institute of Technology (EPFL), Lausanne
	At the Laboratory of Ecohydrology ECHO, led by Prof. A. Rinaldo	
2016-19	Ph.D. in Civil and Environmental Engineering	EPFL
	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	
2014-20	Co-founder and developer	Sharped Stone Studios
	Swiss independent game creation collective, involved in multiple projects, game jams and games integrated in modern art exhibitions.	
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 Support 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 manager (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	