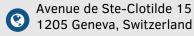
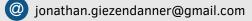


Jonathan Giezendanner

Dr. Ing. Env. EPFL

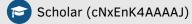






j-giezendanner

GieziJo



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 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 Classes: signals, instruments and systems, numerical analysis, geomatics, analysis II

Engineering intern 2013 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) 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)

Farming assistant 2005 Gstaad Help in daily tasks on the farm

Education

2013-2015 Msc Environmental Sciences and Engineering FPFI 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 **FPFI**

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 preproduction 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