



Jakob Hallundbæk Schauser

Links

[GitHub](#)[LinkedIn](#)[Game portfolio](#)[Letterboxd](#)[CV](#)

About Me

Danish Winner of [PLANCKS](#). Fun to be around.

Career Summary

- 2024 – 2024 **Student Assistant**, NIELS BOHR INSTITUTE
Sole developer of a Virtual Reality visualization tool
- 2022 – 2024 **Student Assistant**, ROCKWOOL
Development of various internal automation tools multiple Machine Learning projects
- 2021 – 2022 **Game Developer**, T. ELVESTAD
Developer and designer for a cancelled tie-in video game
- 2018 – 2021 **Mentor**, MENTORDANMARK/FREELANCE
Personal teacher of mathematics and physics
- 2016 – 2017 **Field Sales Consultant**, CARLSBERG GROUP
Presented products for potential customers
- 2015 – **Independent Game Developer**, SCHRUNKIN I/S
Develops, designs and publishes high-concept video games

Projects

During Studies

- 2023 **Don't Be Afraid of the DAG**, DIKU, Supervised by Sebastian Weichwald
Classifying metrics for Directed Acyclical Graphs (specifically Bayesian Networks) – [Link](#)
- 2020 **Machine Learning in High Energy Physics**, CERN/NBI, Supervised by Troels C. Petersen.
Statistics on experimental data in High Energy Physics using Machine Learning – [Link](#)

Personal

- 2023 **MayIPleaseStream**
A web-app – Javascript React frontend / Python Flask backend. – [Link](#)

Education

- 2022 – **Msc. Complex Physics**, UNIVERSITY OF COPENHAGEN
Thesis about simulating morphology-changes during Drosophila gastrulation
- 2021 – 2022 **Bsc. Machine Learning and Data Science**, UNIVERSITY OF COPENHAGEN
(unfinished) A challenge to complete the three year Bsc. in one year. Got 3/4 of the way and *real* tired of exams
- 2018 – 2021 **Bsc. Physics**, UNIVERSITY OF COPENHAGEN
Bachelor project was about optimizing Neutrino Detection at IceCube given Monte Carlo data– [Link](#)
- 2013 – 2016 **High School**, SANKT ANNÆ HIGH SCHOOL
Music-oriented High School. High level Maths, Physics