Ludwig von Schoenfeldt

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SUMMARY

International student from Germany (bilingual) experienced in leadership and teamwork. I am a full-stack developer focused on Data Science/ML, utilizing TensorFlow, PyTorch, Scikit, OpenCV, Jupyter, Numpy and other well-known tools. Proficient in C#, C, C++, Python, Java, JS/TS, Microarchitecture, and REST API creation/management. Skilled in deploying solutions on Azure, AWS, and Google Cloud (including Firebase and BigQuery), using Docker, Django, Node.js, Bootstrap, React, and Flutter. Also proficient in git/version control including Github and Azure DevOps.

EDUCATION

Sep 2023 — Present

BS Computer Engineering, University of California, San Diego   San Diego, CA

3.70 cumulative GPA (with Santa Monica College)

Activities and societies: Focusing on ML research and hardware implementations, Association for Computing Machinery (ACM)

2020 — 2023

Santa Monica College   Santa Monica, CA

Activities and societies: CS club, Math club, Engineering club, Robotics club, Dean's Honor list
Relevant Coursework: Data Structures & Algorithms in C++/Java, C Programming, Assembly, Circuit Analysis, Discrete Mathematics, Linear Algebra

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EMPLOYMENT HISTORY

Jul 2020 — Dec 2020

Software Engineer Intern, doubleSlash Net-Business GmbH   Munich, DE

Worked on my own backend project for Iot devices leveraging Dotnet, Microsoft Azure and C# under the direct supervision of the Senior Developer and Microsoft MVP Ralf Richter

Assisted my team with client management and client products, adding several important features to in-house tools/products used by BMW and Porsche

Feb 2020 — Dec 2020

Head Of Software Development, TwoTronic GmbH   Meitingen, DE

Worked in a leadership position, supervising the software development of the vehicle scanner 3.0

Developed a mobile app integration for Porsche by building a full-stack application for their internal App Store

Lead the development of the integration with the internal Daimler network API for low latency direct API calls and transfer of Big Data

Also was leading a small team of AI Engineers from around the world working on a damage detection algorithm by modifying and training the existing CNN (VGG-19 model) with the support from Frauenhofer Institute [Github]

PROJECTS

Artsy   Los Angeles, CA

Full-Stack mobile app platform that can accurately detect and calculate amount of colors in pictures to return amount of paint needed for bigger mural projects through custom ML algorithms, Firebase Auth, Firestore, BigQuery, Flutter and GCC severless functions [App Store]

Growth Planner   Los Angeles, CA

Mobile app designed with SOLID design principles in test-driven development for students to plan out every day through a concept developed by Harvard student John Fish [App Store]

GestureAR   Boston, MA

AR game developed at the MIT Reality Hackathon in Boston, MA to interactively teach users specific gestures for a variety of countries using Microsoft Azure AI platform and HoloLens [Devpost] [Github]

TECHNICAL SKILLS/ INTERESTS

Languages: Python | Java | C# | C | C++ | SQL | Javascript | Lua | HTML and CSS |Dart | Assembly | JS/TS

Software & Tools: OpenCV | TF/Pytorch | Microsoft Azure | GCC | MongoDB | Skikit | AWS | Pandas | Git | Flutter

Awards: Won 1st place in the computer vision challenge and 3rd place overall at a 24-hour hackathon (hosted by Oerlikon) by leveraging OpenCV over custom trained AI, allowing real time identification of manufacturing parts. Also constructed a full physical unit in the makerspace that would allow automation with motors. [Report] [Github]