

# Lukas Schäfer

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## EDUCATION

### UNIVERSITY OF EDINBURGH

#### MSc Informatics

Aug 2019 | Edinburgh, UK  
 Distinction (77.28%)

Dissertation: Curiosity in Multi-Agent Reinforcement Learning (74%)  
 DAAD graduate scholarship

### SAARLAND UNIVERSITY

#### BSc Computer Science

Sep 2018 | Saarbrücken, Germany  
 Grade 1.2 (German scale) - UK 1<sup>st</sup>

Dissertation: Domain-Dependent Policy Learning using Neural Networks in Classical Planning (1.0)

### WARNDTGYMNASIUM

Abitur | 1.0

Jun 2015 | Geislautern, Germany

## COURSEWORK

### GRADUATE

Reinforcement Learning  
 Algorithmic Game Theory and its Applications  
 Machine Learning and Pattern Recognition  
 Probabilistic Modelling and Reasoning  
 Robotics: Science and Systems  
 Decision Making in Robots and Autonomous Agents

### UNDERGRADUATE

Automated Planning  
 Admissible Search Enhancements  
 Neural Networks: Implementation and Application  
 Information Retrieval and Data Mining  
 Software Engineering

## SKILLS

### PROGRAMMING

Competent

Python • C++ • C • Java • SML

Familiar

Rust • HTML • CSS • Matlab • Bash

### TECHNOLOGIES AND TOOLS

PyTorch • TensorFlow • Keras • NumPy • UNIX • Git • Vim •  $\text{\LaTeX}$

[References available on request]

## RESEARCH

### MSC DISSERTATION | Autonomous Agents Research Group

May – Aug 2019 | University of Edinburgh

- Applied curiosity as intrinsically computed exploration bonuses for multi-agent reinforcement learning (MARL)
- Implemented count- and prediction-based curiosities to evaluate for value-based and policy-gradient MARL methods using PyTorch
- Evaluated and analysed the influence of curiosity on cooperative and competitive MARL involving partial observability and sparse rewards
- Applied curiosity led to considerably improved stability and convergence applied to policy-gradient MARL trained with sparse reward signals

## WORK EXPERIENCE

### NAVIGATION TEAM MEMBER | University of Edinburgh

Hyperloop Team

Sep 2018 – Aug 2019 | Edinburgh, UK

- Developing navigation system of "The Flying Podsmen" Hyperloop prototype using sensor filtering, processing and control techniques to estimate location, orientation and speed of the pod
- Finalist for the SpaceX 2019 Hyperloop competition in California

## TEACHING EXPERIENCE

### LECTURER AND COACH | Mathematics Preparation Course

Sep – Oct 2017 | Saarland University

- Assisted organisation of preparation course introducing upcoming computer science students to student life and mathematical concepts
- Explained importance of mathematics for CS, formal languages and predicate logic to ~ 250 participants in daily lectures of the first week
- Supervised two groups to provide feedback in daily coaching-sessions
- The course received **BESTE-award** for special student commitment 2017 of Saarland University

### PROGRAMMING 1 TEACHING ASSISTANT | Dependable Systems and Software Group

Oct 2016 – Mar 2017 | Saarland University

- Held weekly tutorials and office hours teaching fundamental concepts of functional programming, complexity theory and correctness proofs
- Marked weekly tests as well as mid- and endterm exams
- Created learning materials and discussed student progress

## PROJECT EXPERIENCE

### PLAGIARISM DETECTION TOOL | Software Engineering Project

Apr – Jul 2017 | Saarland University

- Researched, planned and built a reliable similarity detection for text & code with language-specific analysis for Python and C
- Designed and implemented a web-based output creation, highlighting similar submissions and plagiarism cases
- Our software is now successfully used in our customer's lectures to detect plagiarism cases on Python code