

## Address

Leiduinstraat 39-1  
1058SH, Amsterdam,  
NL

## Tel & Skype

06 46 68 50 29  
markuspfundstein

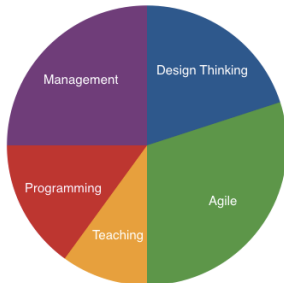
## Mail

mpfundstein@  
protonmail.com

## Online

LinkedIn  
Blog  
GitHub

## Interests



## Programming

C++ ★★★★★  
NodeJS ★★★★★  
C# ★★★★★  
Java ★★★★★  
Python ★★★★★  
Clojure ★★★★★  
C. Lisp ★★★★★  
Prolog ★★★★★  
Matlab ★★★★★  
Haskell ★★★★★  
Erlang ★★★★★

## Soft Skills



# Markus Pfundstein

## Resumé

## Experience

### 04/16 – Now Creative Technologist / Scrum Master

Triggi

Served as Scrum Master to a team of eight developers. Stimulated test-driven development, continuous integration & agile. Educated management about best Scrum practices through in-house workshops and knowledge sessions. Introduced design thinking and the story-board technique to put our users into the centre of attention.

Performed as product manager for a wide-range of different projects such as an internal business intelligence tool and an analysis pipeline for digital marketing.

### 06/13 - Now Consultant

Life Electronics

Consultancy services to small and medium-sized companies. Finished several successful projects for a wide range of companies like ESOMAR, Quby B.V., telpho GmbH and iDorSS. (Siedle). Designed and implemented mobile applications, web-Services and embedded Systems.

Currently working on:

- video encoding system and package editing software for the new Interoperable Master Format of SMPTE.
- search-engine powered by IBM Watson and Elastic-Search

### 06/13 – 04/16 Lead Software Engineer

ODMedia B.V.

Planned, designed and developed cloud-based software to automate business processes. Reported directly to the CTO and worked together with him to meet the demands of the company. Recruited and managed a team of developers. Spearheaded an agile, test-driven workflow, allowing the team to react to changes immediately. Established functional programming, extensive use of version control and issue tracking. Developed several in-house libraries, making the code-base transparent, reusable and maintainable.

### 10/14 - 03/15 Teaching Assistant

University of Amsterdam

Courses: Introduction to Logics, Linear Algebra, Math & Statistics. Responsible for practical tutorials, grading, homework assignments and exam preparation.

### 06/12 - 04/13 Software Engineer

XITE Networks International

Responsible for the full stack. Solely implemented a cloud-based distributed transcoding system for music videos. Managed the tight integration of Sony, Universal and Warner with Ziggo, KPN, UPC and Belgacom. Prototyped the first version of a customised Smart-TV app called MyXite. Extended and maintained the in-house content management system. Cooperated on a daily basis with the in-house design-team.

### 08/11 - 04/12 Mobile Developer

The Saints B.V.

Developed and maintained several big iOS apps like *Dumpert*, *Voetbal International*, *TopNotch*, *De Grote Almanak* and more. Worked closely together with the designers to deliver the best possible user experience.

## Languages

German ★★★★★  
Dutch ★★★★★  
English ★★★★★  
French ★★☆☆☆

## Education

- 2017 - Now **M.Sc. Management** [Open University Amsterdam](#)  
After my regular working hours, I study for a Master degree at the Open University. To learn more about management and running a company
- 12/2017 **Professional Scrum Master Certificate** [scrum.org](#)  
Attended professional Scrum Master course from Prowareness. Subsequently passed the online exam with a score of 95%
- 2013 - 2017 **B.Sc. Artificial Intelligence (8.8/10)** [University of Amsterdam](#)  
Main subjects: Machine Learning, Cognitive Computing, Computer Architecture, Logic and Behavioural Psychology.  
*Two practical projects in Big Data and Machine Learning at Scyfer B.V. and KR&A Research.*
- 2010 - 2011 **International Business Management (8.2/10)** [Hogeschool van Amsterdam](#)  
Propedeuse, Selected for Honours.  
*Second place in Young Enterprise (YEN) project*
- 2006 - 2008 **Fachabitur Economics** [Fachoberschule Munich](#)  
Preliminary degree for entering College.

## Projects

- 06/16 - 10/15 **Wireless audio player for Spotify** [Hobby project](#)  
Designed and programmed an audio player that can be connected to any stereo system and receive a music stream from Spotify over WiFi. Selected hardware components, built the prototype and wrote the code. The player contains an integrated REST API for control, a web-server for configuration and a sophisticated audio system for a seamless user experience.
- 05/15 **Deep Learning and Computer Vision** [Scyfer B.V.](#)  
The task was to detect and evaluate the stage of Diabetic Retinopathy in medical images and to compete in a Kaggle challenge with more than 600 participants. Using Deep Learning and Computer Vision algorithms, the model managed to get into the Top 10%. Installed the Machine Learning servers in the cloud, preprocessed the medical images and designed, trained and evaluated a Deep Neural Network. Exposure to cutting edge technology and the most modern and powerful GPUs on the market.
- 01/15 **Big Data and Machine Learning** [KR&A](#)  
Designed complex models to predict house prices in Amsterdam and Arnhem, using data scrapped from Funda and an ensemble of Machine Learning algorithms. Developed a sophisticated statistical model to evaluate the prediction of the different algorithms. The outcome was well-received and the system is still used by KR&A for their real-estate consultancy business.
- 05/11 - 09/11 **Game-Engine for iOS** [Hobby project](#)  
Wrote a complete 2D engine from scratch. Designed and developed a sophisticated level-editor for OSX, an embedded scripting language, a battle system and a streaming render-engine that can show huge worlds with multiple layers.

