



Marco Fink

Physicist / Data Scientist

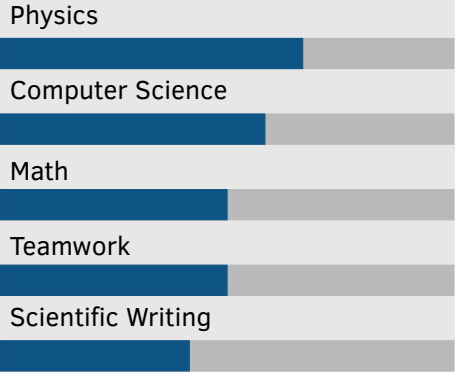
 23 October 1990
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About me

I put great value in a broad and general knowledge, and try to keep myself educated in a wide range of sciences and arts. I think this is necessary to train independence and critical thinking and to put the narrow theoretical skillsets taught at university to effective and creative use.

In Space science I got involved in complex software projects and learned the importance of clean code and documentation for a team effort from practical experience.

Skills



Game Design★1.5 Guitar★2 Martial Arts★2 Painting★2.5 Cooking★2.5

(*)[Skills are measured on a logarithmic scale (from 0 - 6) of hours spent learning and applying.]

Interests

Everything that has to do with space, the space industry and widening our understanding of nature and the world around us. More specifically, I am building a skillset of statistical and computational methods to make sense of any type of data and the programming abilities to visualize and automate these analysis processes. From my list of hobbies especially my efforts in video game programming, feed back into my professional skillset.

Education

since 2017 Ph.D. candidate in astrophysics Dr.-Karl-Remeis-Sternwarte Bamberg

2014 - 2016 M.Sc. Physics FAU & Dr.-Karl-Remeis-Sternwarte Bamberg
Majoring in X-ray astrophysics

2010 - 2014 B.Sc. Physics FAU Erlangen-Nürnberg
Specializing in particle, detector and astrophysics

2000 - 2010 High school Geschwister-Scholl-Gymnasium Röthenbach
Specializing in mathematics and physics.

Experience

since 2017 Project Work eROSITA
eROSITA telemetry preprocessing pipeline

2016-2017 ESA Internship ESAC Madrid
At the Gaia calibration team.

2015-2016 Master Thesis Dr.-Karl-Remeis-Sternwarte Bamberg
Data Analysis of a sample of extragalactic X-ray sources

2013-2016 Teaching and Research Assistant FAU & ECAP
Data Analysis, scientific computing, tutorial supervision and observation proposals.

Travels

2017 Euro-SciPy Erlangen
2017 XMM-Universe Rome
2016 XMM-Universe Madrid
2014 Astronomische Gesellschaft Tübingen

Detailed skills

Languages German, English, Spanish

Programming Object-oriented, Functional and Event-driven;
Python, Java, C++, Octave, Shell, Lisp

Scientific Detector physics, Image Processing, Statistical Methods,
Optimization, Numerical Methods, Databases

Software Unix, LaTeX, SciPy, Git, SQL

Other information

Review
bla bla bla