ROBIN STÖHR

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Professional Summary

Detail-oriented and innovative Machine Learning Engineer with a Master's degree in Artificial Intelligence and a background in Software Engineering. Adept at designing, implementing, and optimizing Machine Learning models for practical applications. Eager to contribute to the development and deployment of cutting-edge Machine Learning solutions.

Skills

- Machine Learning: Expertise in supervised and unsupervised learning, feature selection, model training, evaluation, and optimization
- Deep Learning: Skilled in designing and implementing Neural Networks, Convolutional Neural Networks (CNNs), and Recurrent Neural Networks (RNNs)
- Data Analysis: Proficient in data preprocessing, exploratory data analysis, and visualization
- Programming Languages: Python, R, Java, Kotlin, C, C++, Rust, JavaScript, Bash
- Machine Learning Libraries: TensorFlow, PyTorch, Scikit-Learn, Keras, Pandas, Numpy
- Tools & Technologies: Git, Docker, SQL, PostgreSQL, Jupyter Notebooks, Apache Thrift, gRPC, Quarkus, Spring Boot, Digital Ocean, OAuth

Education

2021-2023 **Vrije Universiteit Amsterdam** Amsterdam, Netherlands
Master of Science in Artificial Intelligence
- RelevantCoursework: Advanced Machine Learning, Computer Vision, Deep Learning, Data Mining, Information Retrieval, Natural Language Processing, Multi-Agent Systems, Evolutionary Computing, Reinforcement Learning
- Master's Thesis Topic: "Knowledge Modelling and Strategy Engineering in Reconnaissance Blind Chess" with a final grade of 9.0 (Dutch system, Converted GPA: 4.0)
- Supervisor: Zhisheng Huang, Daily Supervisor: Shuai Wang, Second Reader: Frank van Harmelen

2017-2021 **CODE University of Applied Sciences** Berlin, Germany
Bachelor of Science in Software Engineering
- RelevantCoursework: Algorithms and Data Structures, Concepts of Programming Languages, Network Programming, Relational Databases, Clean Code, Cyber Security, Automated Software Testing, 3D Rendering, Web Technology Basics, Applied Scientific Research
- Bachelor's Thesis Topic: "Pattern Recognition using Quantum Machine Learning" Final Grade: 1.3 (German system. Converted GPA: 3.7)
- Supervisor: Ulrich von Zadow, Second Supervisor: Marc Geitz

Experience

2020-2021 **SuperX GmbH** Berlin, Germany
Software Engineer
- One of the first three founding engineers of the entire application
- Spearheaded the architecture and development of the entire backend infrastructure, laying a robust foundation for the company's core technology
- Led and executed comprehensive software refactorings, bolstering code quality and system performance

2019-2020 **Uber Technologies, Inc.** Amsterdam, Netherlands
Software Engineering Intern
- Working on the backend infrastructure of the Uber AdTech team
- Pioneered the integration of Apple Search Ads into the service, streamlining advertising campaigns and driving user acquisition
- Engineered an assortment of efficient Bash scripts to automate developer tasks, including executing gRPC requests, leading to enhanced productivity

2019 **Toast, Inc.** Dublin, Ireland

Software Engineering Intern

- Augmented customer support channels by ingeniously integrating Twilio SMS as an alternative to email communication
- Skillfully implemented corresponding frontend modifications to the Toast website, fostering a more streamlined user experience
- Working on the Toast POS android application

Research

2022 **Solving the Extended Job Shop Scheduling Problem with AGVs - Classical and Quantum Approaches** Los Angeles, California, USA

CPAIOR 2022

- Co-wrote a paper in collaboration with Telekom Innovation Laboratories and Fraunhofer FOKUS, exploring the solution of the Extended Job Shop Scheduling Problem using both classical and quantum approaches.
- DOI:10.1007/978-3-031-08011-1_10

2017-2021 **Deciphering Enemies in the Darkness through Modeling and Examination of Knowledge in Reconnaissance Blind Chess** Honolulu, Hawai'i, USA

ICML 2023 - Theory of Mind workshop

- Co-wrote a paper about applying Theory of Mind concepts to the game of Reconnaissance Blind Chess for better performances

Honors & Awards

2022 **2022 VU Data Mining Techniques Cup** Amsterdam, Netherlands

Winner of Learning to Rank competition

- Participated in a collaborative learning-to-rank competition organized by the Vrije Universiteit Amsterdam (VU) and Universiteit van Amsterdam (UvA)
- Achieved first place among over 170 teams with my solution to develop a hotel ranking algorithm for Expedia users

2020 **CODE Demo Day 2020** Berlin, Germany

Project Pitching

- Selected to present my semester project on the virtual demo day of CODE University.
- Presented a Quantum Computing solution to the Job Shop Problem, showcasing my skills in quantum computing and research

Extracurricular Activities

2018 **Digital Product School (DPS)** Munich, Germany

Software Engineer

- Participated in a professional development program aimed at gaining experience in software development by working in a cross-functional product team
- Represented Facebook as a student talent during my time at the Digital Product School

2018 **42, Silicon Valley** Fremonet, California, USA

Intensive Low-Level programming training

- Successfully finished a one-month intensive C Bootcamp at the prestigious School42
- Ranked among the top 10% of all 200+ students