**ROBIN STÖHR**

Amsterdam, Netherlands ∙ +49 1575 3045 681 ∙ [rb.stoehr@gmail.com](mailto:rb.stoehr@gmail.com)

**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