BENJAMIN WAGNER

MACHINE LEARNING ENGINEER

PERSONAL PROFILE

A software engineer with hands-on experience in developing machine learning systems and all parts of software development

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AREAS OF EXPERTISE

- C++ and Python
- Pytorch and Tensoflow
- ROS, CMake, Jenkins and Conan
- Working knowledge of C#, CUDA, Rust and Go

OTHER SKILLS

- The ability to successfully collaborate on big software projects
- Excellent problem solver

EXPERIENCE

MACHINE LEARNING ENGINEER

ZF Group | February 2019 to present

R&D for automated driving (Level 4)
Building a deep learning system to predict the trajectories of other traffic participants. Working on all stages of development: from prototyping to deployment in the automated vehicle.

WORKING STUDENT

Alfred-Wegener-Institute | March 2017 to January 2019

Conception, design and implementation of an algorithm that aids engineers in designing lightweight components. The algorithm reduced average construction time by two days.

AWARDS

Audi Autonomous Driving Cup, 4th Place | 2017

Lead a team of four students in the international competition on automated driving. Built a deep learning system to detect cars and classify their moving intention.

Industry 4.0 Hackathon Bremen, Sponsors challenge | 2018

Build a statistical analysis system to predict failures in engine fleets.

EDUCATION

UNIVERSITY OF BREMEN

Master of Mathematics and Computer Science | 2019

- Final grade: 1.2
- Thesis: Semi-supervised training of convolutional neural networks by solving Jigsaw puzzles

NATIONAL CHENGCHI UNIVERSITY, TAIPEI

Exchange semester | 2016

Learnt Mandarin Chinese

EBERHARD-GOTHEIN-SCHULE, MANNHEIM

Abitur | 2013

Graduated as best student of the year

LANGUAGES

German: Mother tongue
English: Fluent
Mandarin: Fluent

GET IN CONTACT

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