

# Conor Cosnett

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## Work Experience 2

### **Customer Success Manager - Wolfram Research, Remote**

March 2024 - June 2024

- I actively engage with customers, shape the product and define the roadmap.
- Technical lead of 5 engineers.
- I am also involved in fundraising and investor relations. Raised 2 million from Andreessen Horowitz and other top tier investors.

### **Freelance Software Engineer, Remote**

May 2022 - March 2023

- Working as a freelance engineer on projects focusing on data-science and backend engineering.
- Thanks to my generalist background, I've been helping early-stage startups building up their MVPs, setting up their backend and CI/CD pipelines, improving their code, etc.
- Working with Toptal, A.team and other platforms.

### **Founder in Residence - Entrepreneur First, London**

Mar 2022 - May 2022

- I was accepted into the 2022 cohort and spent 2 months working with dedicated individuals on blockchain/web3 ideas.
- Entrepreneur First is an international talent investor, which supports individuals in building technology companies.

### **Software Engineer - Google, Munich**

Nov 2019 - Dec 2021

- Using data analysis on production logs to improve reliability across Google. Used tensorflow, Go and Apache flume
- Came up with - and lead - a successful internal project combining data analysis and visualization.
- **Google X** "the moonshot factory": Data analysis on an experimental wearable device. Owned whole Python codebase and training pipeline.

### **Deep/Machine Learning Engineer - Volkswagen, Munich**

Jul 2018 - Oct 2019

- Worked as an applied machine learning engineer, mainly on computer vision for autonomous driving.
  - Real time object detection, Model development, training, selection, compression and testing.
  - PyTorch, Tensorflow, CUDA, C++, ...
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## Research Work

### **Post Graduate Work - TUM, Munich**

Jul 2017 - Jun 2018

- Uncertainty quantification in physical simulations using bayesian methods and machine learning.
- Design optimization under uncertainty.
- Collaborative development of a C++ research code (Full CI/CD pipeline).
- Visualization of complex simulation output using Paraview, Plotly, D3.js, ...
- Held several positions as teaching assistant.

### **Visiting Graduate Researcher - Stanford University, California**

Oct 2016 - Jul 2017

- Implemented gradient computation in a C++ fluid dynamics code
  - Application: Parametric shape optimization of flexible wings.
  - Audited Stanford lecture series on machine learning by Andrew Ng.
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## **Education**

### **Post Graduate Researcher - Munich, Germany**

Jul 2017 - Jun 2018

- Uncertainty quantification in physical simulations using bayesian methods and machine learning
- Design optimization. Collaborative development of a C++ HPC codebase.

### **M.Sc. Mechanical Engineering - TUM, Munich**

Oct 2015 - Jun 2017

- Majored in Computational Engineering and High Performance Computing.
- Visiting Researcher at Stanford University
- Overall Grade 1.6. Final theses 1.0.

### **B.Sc. Mechanical Engineering - TUM, Munich**

Oct 2012 - Jun 2015

- Majored in Mechanical Engineering
- Overall Grade 1.4. Final theses 1.0.

### **Professional Certifications - Online, Multiple**

- Total of 16 professional certifications including
    - Blockchain Developer Nanodegree - Udacity
    - 5-part deep learning specialization - Deeplearning.ai
    - Decentralized finance - Duke University
    - Full list on LinkedIn
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## **Technical Skills**

- **Languages:** Python, C++, Solidity, Go, SQL, Javascript, Bash
  - **Frontend:** Next, React, CSS, SASS
  - **Backend:** Postgres, SQL, API development, Databases, DevOps, CI/CD
  - **Machine Learning:** Computer Vision, Recurrent Networks, Deep Learning, Model training and selection. Model compression.
  - **Blockchain:** Bitcoin, Ethereum, Solidity, web3.js, Smart-Contracts
  - **Developer Tools:** Git, Docker, Google Cloud Platform, VIM, IntelliJ
  - **Libraries:** Tensorflow, Pytorch, OpenMP, MPI, CUDA, Pandas, NumPy, Matplotlib, Plotly, Dash
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