

CLAUS HOFMANN

Vienna, Austria

 [Claus Hofmann](#)  [claushofmann](#)  [claus-hofmann.com](#)

EDUCATION

Johannes Kepler University Linz

Ph.D. Artificial Intelligence

10 2022 – NOW

Linz, Austria

- Conducting research at the Institute for Machine Learning (headed by Sepp Hochreiter)

University of Vienna

M.Sc. Computer Science - Data Science - GPA - 1.14

10 2018 – 11 2020

Vienna, Austria

- Received appreciation award by the Austrian Federal Ministry of Science and Education as one of the best 50 M.Sc. graduates in Austria across all disciplines (best 3 in Computer Science)
- Received "Best of the Best Award" from the Faculty of Computer Science for being top 2 among all students graduating in the same academic year

University of Vienna

B.Sc. Computer Science - Data Science - GPA - 1.20

10 2015 – 09 2018

Vienna, Austria

- Received "Best of the Best Award" from the Faculty of Computer Science for being top 2 among a cohort of 600 students

SCIENTIFIC INTERESTS

- Deep Learning
- Uncertainty in ML
- In-Context Learning
- Geometric Deep Learning
- Self-Supervised Learning
- Reinforcement Learning

ACADEMIC AND PERSONAL PROJECTS

Recurrent Neural Networks for Particle Tracking | Master's Thesis

08 2020

- Collaborated with researchers from CERN
- Adapted deep learning-based tracking approach from the CV realm to the task of particle tracking

Generative Adversarial Networks for Creating Game Art | Personal

04 2021

- Implemented a progressively growing GAN (Paper ) in PyTorch
- Applied it to screenshots of the game "Destiny 2"

Deep Q-Learning for Breakout | Personal

05 2021

- Reimplemented this classic paper  of ML research with my own implementation in PyTorch
- The model was trained on a simple version of the game that was implemented from scratch specifically for this project

Professional Experience

Johannes Kepler University Linz

Artificial Intelligence Researcher

10 2022 – NOW

Linz, Austria

- Conducting research, teaching courses and working on projects with industry partners at the Institute for Machine Learning

EnliteAI

Machine Learning Engineer

05 2021 – 09 2022

Vienna, Austria

- Working on Detekt, a platform for applying AI to geospatial data
- Contributed models for segmentation and classification of road damages, road markings and road signs to the platform
- Designed and implemented an algorithm for the fusion and georeferencing of detections of identical objects in multiple images

University of Vienna

Teaching Assistant

09 2018 – 08 2020

Vienna, Austria

- Responsible for the course "Foundations of Data Analysis" with approximately 100 students per semester
- Presenting coding tutorials during the lecture
- Creating and grading coding- and theory assignments

Bearing Point

Software Engineering Internship

07 2018 – 08 2018

Vienna, Austria

- Collaborating on a software project with a focus on big data

SKILLS

Technologies: PyTorch, TensorFlow, Keras, Python, Java, C++, C, Swift, Javascript, Apache Spark

Languages: English, German, French