# CLAUS HOFMANN

Vienna, Austria

 Claus Hofmann   claushofmann   claus-hofmann.com

## EDUCATION

**University of Vienna**                                                    **10 2018 – 11 2020**
*M.Sc. Computer Science - Data Science - **GPA - 1.14***                      *Vienna, Austria*
- **Received appreciation award by the Austrian Federal Ministy of Science and Education as one of the best 50 M.Sc. graduates in Austria across all disciplines**
- Participated in the "Naturtalente" high potential program of the University of Vienna

**University of Vienna**                                                    **10 2015 – 09 2018**
*B.Sc. Computer Science - Data Science - **GPA - 1.20***                      *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

- Machine Learning
- Deep Learning
- Geometric Deep Learning
- Un-/Self-Supervised Learning
- Computer Vision
- 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
- Implementation done with TensorFlow / Keras

**Generative Adverserial Networks for Creating Game Art  | Personal**         **04 2021**
- Implemented a progressively grwoing 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

**EnliteAI**                                                                **05 2021 – NOW**
*Computer Vision Engineer*                                                    *Vienna, Austria*
- Working on Detekt, a platform for applying AI to geospatial data
- Incorporated 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**                                                    **09 2018 – 08 2020**
*Teaching Assistant*                                                          *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**                                                           **07 2018 – 08 2018**
*Software Engineering Internship*                                             *Vienna, Austria*
- Collaborating on a software project with a focus on big data

**rmData Geospatial**                                                       **08 2017 – 09 2017**
*Software Engineering Internship*                                            *Pinkafeld, Austria*
- Working on a software project for a large Austrian telecommunications provider

## SKILLS

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

**Languages:** English, German, French