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### ACADEMIC EDUCATION

Apr 2022 - Oct 2025 [Munich, Germany]	<b>M.Sc. Robotics, Cognition, Intelligence</b> student at <b>Technical University of Munich</b> (proj.: 1.4/US GPA 3.7) - In 6 semesters, Master's Thesis in Meta-Labeling Framework for Financial Time Series Classification
Aug 2022 - Dec 2023 [Taipei, Taiwan]	2 <sup>nd</sup> Master's semester: Exchange student at the <b>National Taiwan University</b> (1.4/US GPA 3.7) - Coursework consisted of 24 ECTS spanning Robotics, Bioinformatics, Automata Theory, and Chinese
Oct 2018 - Apr 2022 [Munich, Germany]	<b>B.Sc. Electrical and Computer Engineering</b> student at <b>Technical University of Munich</b> (1.9/US GPA 3.1) - In 7 semesters, Bachelor's Thesis in the field of <b>Deep Learning Recommender Systems</b>

### PROFESSIONAL EXPERIENCE

Mar 2025 - Sep 2025 [Tokyo, Japan]	<b>National Institute of Informatics</b> as a <b>Research Intern</b> (full-time, 40h/week) - Researching AI for time series prediction. <b>Fine-tuning, evaluating, and combining foundational AI models.</b> - Designing time series specific novel model architectures. Basis for Master's Thesis, <b>6 months</b>
May 2024 - Nov 2024 [Munich, Germany]	<b>Munich Re</b> as an <b>Intern</b> (full-time, 37h/week) - AI Engineering, specializing in <b>RAG/Semantic Search</b> : vector database migration to Azure, <b>3 months</b> - IT Strategy focusing on Robotics and AI: <b>Trend research, optimizing operations, 3 months</b>
Sep 2023 - Apr 2024 [Munich, Germany]	<b>Siemens AG/KeySpot GmbH</b> as a <b>Working Student</b> (part-time, 18h/week) - Integrating AI into production systems by data mining & processing and <b>finetuning &amp; deploying LLMs</b>
Sep 2021 - Dec 2021 [Bayahibe, Dom. Rep.]	<b>Coral Point Diving</b> as a <b>Dive Master</b> (online-semester, full-time) - Leading, managing, and coordinating dives, assisting teaching, 10 weeks of experience, incl. training
Mar 2021 - May 2021 [Munich, Germany]	<b>Chair of Data Processing</b> as an <b>Intern</b> (full-time) - <b>Web scraping</b> static and dynamic websites for tourism data, 9 weeks of experience

### SKILLS & QUALIFICATIONS

Software Engineering	- <b>Python</b> software engineering and AI/Data-related libraries ( <b>TF, Keras, PyTorch, pandas, HuggingFace</b> ) - Advanced experience in <b>C++, C, Go, Solidity, JavaScript   Docker Containerization   Linux Bash   Azure</b> - Data visualization: <b>Matplotlib, NetworkX, Seaborn</b>   Frontend: <b>REACT, HTML, CSS</b>   Backend: <b>Django</b> - <b>Web Scraping</b> : Scrapy, Selenium   <b>MATLAB   ROS   Anaconda   VM VirtualBox   Hyperledger Fabric</b>
Management IT & Design	Project Management: <b>Miro, Slack   Git branching &amp; version control   Presentation of analytics results</b> General Programs: <b>MS Excel, PowerPoint, Word, Obsidian   LaTeX   Trend research and report writing</b>
Language Capabilities	<b>German</b> , mother tongue (CEFR level <b>C2</b> ) <b>Spanish</b> , intermediate (CEFR level <b>B1</b> ) <b>English</b> , mother tongue (CEFR level <b>C2</b> ) <b>Chinese</b> , fundamental (CEFR level <b>A2</b> )

### PROJECTS

June 2023 [Munich, Germany]	Group work on designing and implementing a <b>Blockchain</b> capable of <b>tracking the sustainability of a product's supply chain</b> . The system tracks CO <sub>2</sub> tokens according to emission standards and models the sourcing, exchange, and production of materials on the chain in a traceable but confidential manner.
Nov 2022 [Taipei, Taiwan]	Group work on implementing a <b>Painting Robot</b> drawing <b>acrylic black and white paintings</b> . User input is captured by <b>speech detection</b> and sent to <b>DALL-E</b> for image creation. Anipainter converts images into brush strokes, which then had to be converted into the <b>drawing commands</b> for the <b>robot arm (TM5-700)</b>
Oct 2021 [Munich, Germany]	Implementation of a <b>Creative Greeting Card</b> generator to explore the <b>creative capabilities of computers</b> . Full stack development of a reactive website capturing user inputs and displaying multimedia output.
Mar 2019 [Munich, Germany]	Developing the game " <b>Mill</b> " in a team in <b>C++</b> . Implemented the game logic and kept track of the state of the game. A combination of the front-end and network elements of the game.

### VOLUNTEERING

Aug 2019 - Aug 2021 [Munich, Germany]	<b>Network Administrator for the Van-Calker dormitory</b> - Point of contact for all network-related questions and issues, incl. setup, management, and maintenance
Sep 2019 - Apr 2021 [Munich, Germany]	<b>MIX - Mentor for incoming exchange students</b> - Helping incoming students with educational and general questions