Thomas Hossler

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EDUCATION

STANFORD UNIVERSITY
MSc in Geological and Environmental Sciences
Grad. in June 2017 | Stanford, CA

ECOLE NORMALE SUPERIEURE UNIVERSITE PARIS VI
MSc in Geophysics and Hydrology
Grad. in June 2015 | Paris, France
Graduated with honors (ranked 1st)

ECOLE NORMALE SUPERIEURE
BSc in Earth Sciences
Grad. in June 2012 | Paris, France
Graduated with honors (ranked 1st)

LINKS

Github:// **thomashossler**

COURSEWORK

GRADUATE
Convolutional Neural Networks for Visual Recognition
Convex Optimization
Modern Applied Statistics: Learning
Decision Making Under Uncertainty
Algorithms design
Data Mining
Game Theory

SKILLS

PROGRAMMING
Python (Keras, Tensorflow, Pytorch, scikit-learn) • MySQL • Matlab • R • MongoDB • Julia • L A TEX • Docker • AWS • Gcloud

LANGUAGES
French (native language)
English (fluent)
German (proficient)

EXPERIENCE

AQUABYTE | DEEP LEARNING ENGINEER
April 2018 - present | San Francisco, CA
- Developed and deployed algorithms in object segmentation, semantic and instance segmentation and stereomatching.

FOCAL SYSTEMS | DEEP LEARNING ENGINEER
October 2017 - March 2018 | Burlingame, CA
- Lead project on indoor location on Android devices using Convolutional Neural Networks (Keras) and signal processing. Deployed to production in stores.
- Worked on an automated checkout shopping cart and developed a classification algorithm for grocery items recognition using Computer Vision and signal processing. Presented at NRF 2018.

FOCAL SYSTEMS | SOFTWARE ENGINEERING INTERN
April 2017 – September 2017 | Millbrae, CA
- Live data visualization using Python, MySQL and MongoDB
- Worked on a general purpose template matching algorithm as a final project for CS231n at Stanford.

ACADEMIC WORK

CENTER FOR RESERVOIR FORECASTING | RESEARCH ASSISTANT
September 2015 – June 2017 | Stanford, CA
Member of Jef Cars' group on uncertainty quantification. Worked on decision making for groundwater resources using Machine Learning, Game Theory and groundwater flow simulation (Python/Matlab).

ROCK PHYSICS LAB | RESEARCH ASSISTANT
Feb 2015 – July 2015 | Ecole Normale Superieure, France
Developed a model to predict cavity instability in karstic systems using numerical models, fieldwork and laboratory measurements (Matlab/C++).

CENTER FOR RESERVOIR FORECASTING | VISITING RESEARCHER
Feb 2014 – June 2014 | Stanford, CA
Implemented the 3D component of an image quilting algorithm that generate textures to represent subsurface heterogeneity (Matlab).

PHYSICAL OCEANOGRAPHY LAB | VISITING RESEARCHER
March 2013 – Aug 2013 | Caltech, CA
Developed an algorithm to track circular oceanographic current using more than 20 years of worldwide satellite data (sea surface height) (Matlab).

PUBLICATIONS AND POSTERS

2016 Poster at the American Geophysical Union conference
2016 Publication in Earth and Planetary Science Letters

SOCIETIES

2016-2017 Financial officer of the Stanford Alpine Club
2016-2017 Board member of the French Stanford Student Association