

# JULIAN LORENZ

Mathematics & Computer Science

### PERSONAL-

① 06.11.1986, Bielefeld

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GitHub: jfklorenz

Native speaker

Fluent (Camebridge Certificate)

# SKILLS Python 90% Javascript 75% SQL 80% Git 80% Matlab 75% R 70% IATEX 95%

### **EDUCATION**

2006 - 2012

Goethe University Frankfurt am Main

2012 - 2010

 $Goethe\ University$   $Frankfurt\ am\ Main$ 

2012- 2021

Goethe University Frankfurt am Main Bachelor of Science: Mathematics ( $\varnothing 2.3$ )

**Thesis:** Nash Equilibria in two-player games **Focus:** Combinatoric optimization, game theory

Bachelor of Science: Computer Schience (Ø1.6)

Thesis: Evaluation of randomized algorithms

Focus: Algorithm complexity / modelling, data analysis

Master of Science: Computer Science ( $\varnothing$ ...)

Thesis: ...

Focus: Algorithm complexity, Machine Learning, A.I.

# EXPERIENCES

2014 - 2021

Goethe University Frankfurt am Main Lernzentrum

- Teaching position for all offered basic modules
- Courses on ..., programming and mathematics

2016 - 2018

XXX School

- Cooperation with schools
- Preparing school students for their final exams
- Forming plans with teachers and the school board

2009 - 2021 Various places

- Freelance Work
- Teaching, Data analysis, Chip Design
- Playing Poker, translating Bridge literature

# ACTIVITIES

### **Bridge**

- Regional/national tournaments
- Ex board member of FTBC58
- Liscned tournament director

### Other

- Poker: National Tournaments
- Music: Cello & synthesizer
- Games: Chess & Gloomhaven