Jonas Faßbender

Cologne, Germany
+49 1578 8286049
jonas@fassbender.dev

fassbender.dev
github.com/jofas

Research Interests

I am interested in Machine Learning, especially focused on Conformal Prediction, predicting with certainty and how to implement Machine Learning models efficiently. Passionate about high performance computing and high availability architectures.

Professional Experience

2020 - now	Independent Software Engineer. Mainly working on a modern insurtech platform/insurance broker
	focused on vehicle insurance for carpolice.de.
2018 - 2019	Data Scientist and Programmer, RLE International, Mostly Image, Text Recognition and Data

2018 - 2019 Data Scientist and Programmer, RLE International. Mostly Image, Text Recognition and Data Sanitation tasks. We also worked within the domain of Computer Graphics (mesh-based CAD formats and parsing tools).

2015 - 2016 Small Business System Administrator, Lieb EDV Beratung. Main focus were Backup Systems and Windows Server administration for several small businesses.

Education

2019 - 2020 MSc High Performance Computing with Data Science, University of Edinburgh.

Thesis:

Deep Learning on SpiNNaker

Modules include:

Probabilistic Modeling and Reasoning, Advanced Message Passing Programming, Data Analytics with High Performance Computing and Extreme Computing

2016 - 2019 BSc Computer Science, Technical University of Cologne

Thesis:

Approximating the Optimal Threshold for an Abstaining Classifier based on a Reward Function with Regression

Modules include:

Algorithms, Artificial Intelligence, Discrete Mathematics/Cryptography, Distributed Systems, Software Engineering and Theoretical Computer Science

Technologies

Programming languages	Julia, Python, Rust, Dart, Fortran, C, JavaScript, Go, Bash, Java
Machine Learning libraries and frameworks	scikit-learn, Keras, Tensorflow, OpenAI Gym
Distributed and parallel programming	$\operatorname{MPI},$ OpenMP, POSIX Threads, RabbitMQ, Apache Kafka, tokiors
Visualization and graphics	Flutter, HTML, CSS, tikz, Matplotlib, Unity3D, WebGL2, OpenGL 3.0
Others	$\mbox{\sc LaT}_{\mbox{\sc E}}\mbox{X},$ Kubernetes, Docker, Git, Numpy, Node.js, OpenSUSE (Linux), SQL, UML