Lennard Schober

Curriculum Vitae





Education

2024 – 2025 M.Sc. in Mathematics, University of Münster, Germany

(expected) Current grade: 1.8 (German system)

Final grade likely to improve based on thesis and an exam

2021 – 2024 B.Sc. in Computer Science, RWTH Aachen University, Germany

Final grade: 2.6 (German system)

2020 – 2023 B.Sc. in Mathematics, RWTH Aachen University, Germany

Final grade: 2.5 (German system)

Thesis & Interests

Master's Field: Deep Learning for PDE Approximation (title to be determined)

Thesis

Research Machine Learning, Deep Learning, and Representation Learning, with a particular interest Interests in the interplay between theory and practice. Topics of interest include Natural Language Processing, Computer Vision, and the development of scalable neural architectures for

solving real-world problems involving complex and unstructured data.

Bachelor's The Parameterized Inapproximability of the Clique Problem

Thesis Final grade: 1.7 (German system)

Relevant Experience

2024 - Working Student - Deep Learning, Provinzial Versicherung AG, Münster, Germany

- Present O Contributed to the development of a large-scale ML pipeline for automated document understanding from images (e.g., emails, letters, contracts)
 - O Worked on and evaluated OCR models for document segmentation and text recognition
 - Supported the design of a Transformer-based model (GPT-like) that classifies document types and extracts structured information in natural language
 - O Worked on postprocessing pipelines to convert model outputs (e.g., extracted tables and summaries) into machine-readable and human-readable formats
- 2022 2024 **Teaching Assistant**, RWTH Aachen University, Germany

Supported the courses Computability and Complexity and Complexity Theory by leading tutorials, grading assignments, and evaluating final exams. Provided individual support to students and assisted in the preparation of teaching materials for both courses.

Research Experience

- 2023 2023 Research Assistant, Chair of Algebra and Representation Theory, RWTH Aachen University, Germany
 - Assisted in the development of an algorithm for coloring simplicial surfaces
 - Implementation in GAP based on Edmond's Blossom algorithm

Projects

Image-to- Colorizer GAN, Huggingface Space

Image Developed a Generative Adversarial Network (GAN) to colorize grayscale portraits. The model

Translation achieves realistic colorizations by learning semantic features.

Sequence CAPTCHA Solver, GitHub Repository

Modeling Built a machine learning model to automatically solve text-based CAPTCHA challenges. Utilized

convolutional neural networks (CNNs) for character recognition, achieving high accuracy in

decoding distorted text images.

Generative Handwriting GAN, GitHub Repository

Modeling Created a GAN to generate synthetic handwritten digits resembling the MNIST dataset.

Computer Image Classifier, GitHub Repository

Vision Trained a CNN to distinguish between two visually similar subjects.

Web Algorithms Visualizer, Website

Development Developed an interactive web-based tool to visualize various algorithms, including pathfinding,

sorting, and rasterization. Built using HTML, CSS, and JavaScript, the project allows users to

explore the inner workings of different algorithms through intuitive visualizations.

Skills

Programming Python, C++, C, Java, JavaScript

ML Libraries TensorFlow, Keras, PyTorch, OpenCV

Tools Git, LaTeX, VS Code, PyCharm, Jupyter

Languages German (native), English (fluent), French (limited proficiency), Russian (basics)