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Currently working for [AWS](#)'s machine learning org, having moved there from [Amazon Retail](#). First-day employee at gaming-startup [Gamevy](#) and data engineer at the music website [Last.fm](#). Worked at [IBM](#) while doing my Bachelor.

I have worked on petabyte-scale databases all the way to one-off game prototypes. I have experience in leading teams and projects and my passion is for maths and algorithms, with a focus on research.

Helped design and build [digital conference badges](#) for the hacker camp [Electromagnetic Field](#).

Backend	Frontend	Data	Languages
Java, Kotlin, Python	JS, WebGL, HTML, CSS	SQL, Hadoop, PyTorch	English, German, (Spanish)

## Selected projects

**Frame classification:** Research into categorizing Java methods by using unsupervised learning.

**Anomaly Detection:** Prototyping, designing and launching CodeGuru Profiler's [Anomaly Detection](#) feature.

**Launching an AWS service** [Amazon CodeGuru Profiler](#). Leading UI and UX work

**Petabyte-scale database:** Worked on low latency data store that acted as an entry point to Amazon's product pipeline, using one of the largest DynamoDB tables worldwide

**Realtime Scrobbles:** Second-level-resolution of Last.fm's listening data, streamed via websockets

## Employment history

### AWS, Machine Learning (May 2019 - Present), London

Software Development Engineer

Developed and launched Amazon CodeGuru Profiler

- Launched new AWS service
- Leading UX/UI for the AWS console component and the profiler visualizations.
- Prototyped, developed, designed and launched **anomaly detection** feature

### Amazon (Oct 2017 - May 2019), London

Software Development Engineer

Working on services that enable Amazon's massive product catalog

- **High-level design and implementation** to enable removal of legacy services.
- Day-to-day running of service, including **tier-1 on-call** shifts
- Performance optimisation

### Gamevy (Aug 2013 - Sep 2017), London

Senior Developer/Project Manager

As the first-day engineer at startup Gamevy I've worked on game design, frontend, backend and operations, as well as acting as project manager. Frequent contributor to [PIXI.js](#).

- **Developing game concepts** for the majority of Gamevy's games to date.
- **Project management** for various games
- **Probabilistic modelling** to verify mathematical correctness

### Last.fm (Oct 2011 - Aug 2013), London

Web and Data Developer

Initially front-end developer, later move to data team.

- **Data developer** (Hadoop, Hive, SQL)
- Designed and implemented main parts of **realtime charts**

## Education

### Baden-Wuerttemberg Cooperative State University Mannheim (Oct 2008 - Nov 2011)

Corporate Student Program, IBM, Germany

BSc Science, Business IT