Curriculum Vitae

Mark Philip Philipsen

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Goal

I seek to obtain and develop knowledge of state-of-the-art machine learning methods by solving challenging real world problems.

Education

2017 – 2019 **Industrial Ph.D in Adaptive Robot Control,** Aalborg University (AAU) & Danish Teknological Institute
Bringing state-of-the-art machine learning to bear on automation problems in a slaughterhouse setting.

2013 – 2015 **M.Sc. in Vision, Graphics & Interactive Systems (VGIS),** AAU
Semester projects and courses covering; computer vision, computer graphics and interactive systems.

Computer Vision for Vehicles Visiting Graduate Student at the University of California, San Diego, Computer Vision and Robotics Research Laboratory.

- Traffic light detection for driver assistance systems
- Detection and tracking of vehicles for event detection

Crowd Counting at a Carnival

- Segmentation and tracking of carnival participants

Augmented Reality for exploring virtual 3D models of buildings

- Interactive iPad application
- Cutaway effects shader programming

2010 – 2013 **B.Sc. in Internet Technologies & Computer Engineering (ITC),** AAU
Semester projects and courses covering; distributed systems and understanding network technologies and computer architectures.

Person identification

- Fusion of facial and iris features for identification

Event and location based photo sharing

- App and back-end development

Autonomous/Remote controlled boat

- Network programming and real-time operation system

Advanced bike light

- Micro-controller programming and communication between watch and bike

Work Experience

2015 – 2016 | **Research Assistant,** AAU
Computer Vision and Machine Learning research and applications
- Activity monitoring of mountain bike trails using thermal camera
- Machine vision for quality control in slaughterhouses
- Supervising student projects and teaching assistant tasks

2012 – 2015 | **Student Software Developer,** Intel Mobile Communications
- Analyzing and solving software problems
- Propagating solutions between products
- Debugging, test and verification

Academics

July 2014 | **Telecom Seeds for the Future,** Huawei, China
Selected as one of five students from Aalborg University to visit Huawei and China.
- Chinese Language & Culture Study program
- Huawei LTE technology training

July 2013 | **Implementing Europe's Future Broadband Infrastructure,** University of Technology and Life Sciences, Poland
Erasmus summer course with topics such as:
- Physical network planning
- Network architectures and technologies
- Applications and services
- Business and technology alignment, enterprise engineering

Publications

Available at Google Scholar and `vbn.aau.dk`
Peer reviewed scientific papers: 12

Computer Skills

Preferred Languages:	C++, Python, C
Software:	ROS, OpenCV, git, Unity, Tensorflow
Expertise:	Project proposals, Machine Learning, 3D Data, Evaluation

Other

Professional Interests:	Computer Vision, Machine Learning, Robotics, Communication Technologies
Soft Skills:	Team work, Project planning
General Interests:	Science, History, Politics, Travel, Investment, Skiing, Dog, Motorcycling