Curriculum Vitae / Résumé

Personal Information:

Name:	Mike Schaekermann
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Education:

2016 (- 2018)		**University of Waterloo** (Canada), graduate student in the David R. Cheriton School of Computer Science; program: **Computer Science**; pursued degree: Master of Mathematics; supervisors: **Dr. Edith Law** and **Dr. Lennart Nacke**
2011 - 2014		Salzburg University of Applied Sciences (Austria), undergraduate program **MultiMediaTechnology**, major in "Augmented Reality & Game"; degree: Bachelor of Science in Engineering (final grade in oral exam: **"Pass with distinction"**; average grade over all written exams: **1.1** with 1 meaning "Excelllent" and > 4 meaning "Not Passed") **Thesis title:** *"Implementation of a Collaborative Web Application for Annotating Gameplay Videos Based on Biometric Player Data"* (awarded grade "Excellent") **Scholarships:** engineering scholarship (03/2013) and merit-based scholarship for foreign studies (02/2014), both awarded by the Economic Chamber of Salzburg; merit-based scholarship, awarded by Salzburg University of Applied Sciences (11/2014)
2009 - 2011		University of Marburg (Germany), medical school; degree: first Staatsexamen (pre-clinical examination) in **Human Medicine** (percentage scored **88.2%**)
2000 - 2009		Academic high school (Gymnasium an der Schweizer Allee), Germany; degree: **A level** (percentage scored **93.2%**)

Employment History:

2013 - 2014		Visiting Researcher at the Games and Media Entertainment Research Laboratory at University of Ontario Instititute of Technology (UOIT), Oshawa, Canada, under the supervision of Prof. Dr. Nacke
2012 - 2013		Tutor for applied mathematics (Salzburg University of Applied Sciences, Austria)
2011 - 2015		Shareholder and co-founder of a startup company dealing with browser-based designs for 3D-printing (see https://stilnest.com/) and B2B 3D-printing services, received USD 1 mio. in seed funding in 08/2014 (see https://www.crunchbase.com/organization/stilnest)
2009 - 2010		Research assistant at core-unit "BrainImaging" at the university clinic for psychiatry and psychotherapy, Marburg (Germany)

Selected Projects:

since 01/2016		crowdEEG: framework to combine machine and human intelligence for the scalable and accurate analysis of human clinical EEG recordings. This is an active research project in professor Edith Law's CrowdLab at the University of Waterloo.
02-05/2014		Repidly: collaborative web application for annotating gameplay videos, based on biometric time series data; developed as part of my bachelor thesis at Salzburg University of Applied Sciences.
09-12/2012		2nd final semester project: 2D strategy game for Microsoft PixelSense (multi-touch table), see http://github.com/mikeschaekermann/qpt2a
03-07/2011		1st final semester project: WebGL-based 3D-editor for 3D-printed objects, see http://portfolio.mediacube.at/projects/2012-jou/
05-07/2010		3D Simulation of an Endocrine System (hypothalamic-pituitary-adrenal axis), see https://www.youtube.com/watch?v=Me999FGPc6c

Technical Experience:

Programming Languages:	C++, Java (3 yrs), Python, C# and Assembler (1.5 yrs)
Web Development:	HTML5, CSS3, JavaScript, PHP, XML, SQL (6 yrs), MongoDB (2.5 yrs)
Machine Learning / AI:	Linear Regression, Decision Trees, kNN, Bayesian Learning, Mixtures of Gaussians, Logistic Regression, Ensembles, SVMs, Neural Networks, Random Forests; Uninformed, Informed, Local and Adversarial Search; Constraint Satisfaction Problems; Markov Decision Processes; Reinforcement Learning, Bayes Nets, HMM, Multi-agent Systems
Game Development:	game engine architecture, advanced collision detection
Augmented Reality:	linear & non-linear filters, object tracking, feature point extraction (SIFT, SURF etc.)
Computer Graphics:	Programmable graphics pipeline, Open-/WebGL and GLSL

International Experience:

2016 (- 2018)		International Master's Student at the University of Waterloo
2013 - 2014		Visiting Researcher at University of Ontario Institute of Technology, Oshawa, Canada (see Employment History above)
03-07/2012		Participation in the support program for international students at Salzburg University of Applied Sciences ("B.U.D.D.Y." program);
01-07/2007		Stay abroad in Auckland (New Zealand), placement in a host family

Language Skills:

English, German:	fluent in speech and writing
French, Italian, Japanese:	basics

Mike Schaekermann, 2016-02-01