Nicolas Dickenmann

ndickenmann@ethz.ch — +41 79 912 4825 — linkedin.com/in/nicolasdickenmann — nicolasdickenmann.github.io

EDUCATION

Enrolled: Sep 2021 - Expected: Dec 2024 ETH Zurich

B.Sc. in Electrical Engineering and Information Technology

National University of Singapore

Jan 2024 - Jun 2024 Study Abroad Overall GPA: 3.74/4

EXPERIENCE

Hybrid Rocket Student Team (ARIS)

Avionics Engineer, Freelance

Zurich, Switzerland Dec 2022 - Oct 2023

Overall GPA: 5.5/6 (top 10%)

 Designed and built a hybrid rocket with an autonomous guided recovery system and participated in the European Rocketry Challenge (Lisbon, Portugal) in the 9000m category.

- Overcame challenges in working with undocumented code of previous teams to implement sensor drivers.
- Led the sponsoring efforts and closed multiyear sponsoring deals for the avionics sub-team.

ETH Zurich Zurich, Switzerland Teaching Assistant Aug 2022 - Dec 2022

• Instructed a class of 25+ first year students in a Digital Design course weekly for two hours.

• Fostered an open and collaborative learning environment.

VZ Depotbank Assistant Relationship Management

Zug, Switzerland Aug 2021 - Sep 2021

• Assisted over 500 clients in four weeks to transition to a new online banking platform and reduced average call time per customer by 40%.

• Collected and analyzed data on bugs and issues with the new software platform.

ETH Model United Nations

Zurich, Switzerland

Board Member Head of Conferences, Volunteering

Dec 2022 - Ongoing

- Elected board member in May 2024 after prior experience in the content team.
- Select delegate at the prestigious Harvard WorldMUN conferences in Paris 2023 and Taipei 2024.

PROJECTS

Bachelor's Thesis - A RL Approach to Optimize the Network Topology of Data Centers May 2024 - present

- Developing an architecture utilizing Monte Carlo Tree Search to generate improved network graphs of diameter 3 for data centers at the Scalable Parallel Computing Lab of ETH Zurich.
- Implementing the architecture from scratch using Torch and training on a GPU cluster with Slurm and Cuda.

Superresolution using Local Implicit Image Functions

Sep 2023 - Dec 2023

Project Link: https://gitlab.ethz.ch/vschuhmacher/superresolution

- Performed domain specific training on medical datasets with quantitative cross validation tests leading to improved PSNR results at the Computer Vision Lab of ETH Zurich.
- Adjusted existing model to allow for single image training leading to a strong color shift but reasonable generalization.

Card Game Bohnanza implemented in C++

Feb 2023 - Jun 2023

Project Link: https://gitlab.ethz.ch/ndickenmann/mr.beans-bohnanza

- Set the requirement elicitation and the software design requirements for a first-time implemented card game.
- Led the front-end team building an advanced scheme to allow for inter-player trading with a dedicated UI from scratch.

More personal projects: https://nicolasdickenmann.github.io/projects/

SKILLS

- Relevant Coursework: Software Engineering, Computer Vision, Computer Engineering, VLSI, Embedded Systems, Computer Networks
- Programming: C++, Python, C, Verilog, Assembly
- Software: Git, VSCode, STM32CubeIDE, Slurm
- Communication: English, German, Spanish (limited), French (limited)
- Awards: Winning high school thesis at the Swiss national competition of Schweizer Jugend forscht in 2021, Mentorship and Scholarship by the Swiss Study Foundation (top 3% of students)