NICOLAS FORSTNER

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EDUCATION

2018-2022

University of York (Russel Group)

MEng (Hons) Computer Science with Artificial Intelligence

• Recipient of the IET Prize for the most outstanding student on an IET accredited course.

• First class honors with firsts in all four years of the degree. A complete academic transcript is available on nforstner.com/transcript.pdf.

• Third year thesis on object tracking using conventional video and optical flow.

SCHOOL

German (Bavarian) Abitur with a grade average of 1.6 (1 is best, 6 is worst)

Work Experience

University of York

JUNE & JULY 2022

Research support assistant - Telemedicine with AI for COVID-19 patients

- Analysed and consolidated the team's research towards using AI to diagnose COVID-19 infections to prepare them for publication in journals such as PLOS.
- Developed integrations for AI models such that they could be used internally.

Atos

Intern - Consulting for data science and artificial intelligence

• Detection of humans through walls based on radio signals as part of a project for the German military (i.e. the BWI).

July & August 2020

- I was tasked with developing a cross-modal teacher-student model and a complex data pipeline involving both traditional statistical methods and modern machine learning techniques.
- As part of our SCRUM cycle, I was regularly chosen to present our team's work directly to the customer and to manage further communication.

Atos

Intern - Consulting for data science and artificial intelligence

September 2019

- Development of software that uses machine learning to improve the efficiency of a production line for electrical parts in a Siemens factory.
- By making heavy use of data preprocessing and hyper-parameter optimization, my approach was able to beat all alternatives and was chosen to be deployed into production.

Padberg & Partners

August & September 2018

Internship - Web development and task automation

• Contributions to the open-source marketing platform *Mautics* and development of scripts to automate migrations from proprietary software to open-source alternatives.

SKILLS

General: Extremely passionate about AI, self-sufficient style of working, knowledge-

able in system design and software best practices, good communicator and

team player, scientific writing

Machine Learning: Diffusion models, Generative models, Computer vision, compute clusters,

architecture search

Jax, Haiku, Optax, Chex, PyTorch, OpenCV, Numpy

LANGUAGES: Python, Rust, JavaScript, some C and CUDA

OTHER: Linux, Git, GitHub, Docker, Slurm, GCP, AWS, LaTeX, Vim

LANGUAGES

English: Business level

GERMAN: Native

OTHER INTERESTS

Dev-Ops, continuous integration, game theory, evolutionary algorithms, system design, 3D animation, ultra-marathons and powerlifting.