# Stefan Ott

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## **EXPERIENCE**

# Machine learning engineer - Video perception Robert Bosch GmbH ⊕

Apr 2023 - Present

Stuttgart, Germany

- Enabled use-case based model evaluation and established regular quantitative assessments for perception models.
- Implemented continuous qualitative model performance monitoring with Voxel51, reducing team workload.
- Reduced perception model evaluation time by 50% in internal deep learning framework.

### Master student research intern

### Bosch Center for Artificial Intelligence (

i Jan 2022 - Jun 2022

Renningen, Germany

- Contributed novel similarity based few-shot learning methods for visual two-stage detection models.
- Increased the recall on rare classes by 4.5 points using novel methods on the LVIS dataset.

# Software engineer - LiDAR base software Robert Bosch GmbH

iii Oct 2018 - Sep 2020

- Schwieberdingen, Germany
- Developed software variant for HiL testing, increasing PCB quality assurance speed.
- Contributed to LiDAR base software state handling to optimize sensor performance.

# Student research intern - Automated driving Robert Bosch GmbH

iii Jan 2018 - Aug 2018

Leonberg, Germany

 Contributed an environment based driving criticality metric to project TANGO improving driving state handling.

# Student research intern - Language processing Robert Bosch LLC

May 2017 - Aug 2017

Palo Alto, California, USA

 Fine-tuned interview speech processing using Hidden Markov Models to German language.

# **SKILLS**

Programming languages: Python (2015-present), C

(2015-2021), C++ (2018-2022)

Deep learning: PyTorch (2020-present), Tensorflow

(2022-present), AzureML (2022-present)

Others: Git (2015-present), Docker (2020-present),

Azure Cloud & Databricks(2022-present)

## **EDUCATION**

### **Computer Science**

## University of Stuttgart

iii Oct 2020 - Mar 2023

Stuttgart, Germany

- Courses on computer-science with a focus on intelligent systems (DL, ML, RL) and computer vision
- Semester abroad: University of Melbourne (May-Dec 2022)
- Final GPA: 1.2 (German grading system)

#### **Computer Science**

### **Baden-Württemberg Cooperative State University**

iii Oct 2015 - Sep 2018

Stuttgart, Germany

- Cooperative study program with Robert Bosch GmbH R&D
- Final GPA: 1.9 (German grading system)

#### A-levels

#### **Gymnasium Gammertingen**

iii Oct 2015 - Sep 2018

Stuttgart, Germany

- Majors: physics, chemistry, mathematics, computer science
- Final GPA: 1.9 (German grading system)

## **PROJECTS**

#### Chess game

Python, Pygame

**?** chess

- Implemented FIDE chess rules in Python using Pygame as visualization engine.
- Enabled rule validation with Perft and added Minimaxsearch.

#### Active learning dashboard

Python, LabelStudio, modAL

ActiveLearningProject

- Co-contributed deep active learner module to modAL (\*2,193 stars).
- Co-implemented monte-carlo dropout based active learning methods.

#### Autonomous 1:10 vehicle

C++, OpenCV

CaroloCar

- Co-implemented camera lane processing & driving tasks.
- Integrated perception stack on Nvidia Jetson.

# OTHER INFORMATION

Languages: English (C2), German (Native), Spanish (A2) Interests: Skiing, Piano, Guitar, Scuba diving, Cycling Scholarships: National german scholarship 2021&2022, DAAD PROMOS scholarship 2022)