Lukas Scheucher

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Work Experience

CTO - Compass Labs, London 2023 - present

- Developed the initial product, a backtesting and analysis tool for crypto traders. Using Python, Solidity, NextJS, and more. We provide a a complete solution, from data-sourcing to strategy development and testing to result analysis - our product covers it all.
- Hired and leading a team of 5 engineers to expand and add features. Still averaging over 2,000 GitHub contributions per year.
- Raised close to 2M USD of VC funding, including a16z and other top-tier investors. Onboarded institutional clients.
- Regularly attending and speaking at conferences, meeting with industry stakeholders, organizing hackathons, and more.

Software Engineer - Google X, Munich 2019 - 2022

- Worked as an Applied AI engineer at Google X (Moonshots), where I owned the AI training pipeline. PyTorch, Docker, Kubernetes.
- Ideated and built an internal ML model for monitoring Google's servers. Tool was used to monitor millions of machines in production.
- Recieved consistent rating of "Strongly Exceeds Expectations". Promoted after first year.

Deep/Machine Learning Engineer - Volkswagen, Munich 2018 - 2019

- Developed a 2D perception model for autonomous driving using Convolutional Neural Networks. PyTorch, CUDA, C++.
- Researched and developed the models, then orchestrated the training and optimization loop. Built analysis tools.
- Converted the final model to run on the embedded in-car device. Using quantization, pruning, and TensorRT.

Education/Research Work

M.Sc. - TUM, Engineering Mechanics. Focus Aerospace, Munich 2015 - 2017

- Worked on an HPC codebase (simulating fluid flow around aircraft). Distributed over 100s to 1000s of machines. C++, MPI, OpenMP.
- Research in uncertainty quantification in physical simulations using Bayesian methods and machine learning.
- Worked on shape optimization of supersonic aircraft wings. Collaborative development of a C++ HPC codebase.
- Finished my bachelor's degree in the top 1%.

Visiting Graduate Researcher - Stanford University, California 2016 - 2017

- Implemented gradient computation in a C++ fluid dynamics code. This code is used by the US Army to develop new planes.
- My final project/thesis on coupling the fluid and solid mechanics code received the best possible grade.

Technical Skills

- **Languages**: Python, C++, Solidity, Go, SQL, JavaScript, Bash
- **Frontend**: Next, React, Electron, CSS, SASS
- **Backend**: Node.js, Databases, SQL, API development, DevOps, CI/CD, Terraform
- **Machine Learning**: Computer Vision, Recurrent Networks, Deep Learning, Model training and selection, model compression.
- **Blockchain**: Bitcoin, Ethereum, Solidity, web3.js, Smart Contracts
- **Developer Tools**: Git, Docker, Google Cloud Platform, VIM, IntelliJ, AI tools for developers
- **Libraries**: Tensorflow, Pytorch, OpenMP, MPI, CUDA, Pandas, NumPy, Matplotlib, Plotly, Dash, Streamlit, ...

Interests/Hobbies

- Scuba diving (Dive Master), hiking, skiing, forestry
