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 complete solution, from data sourcing to strategy development and testing to result analysis—our product covers it all.
- Leading a team of 5 engineers to expand and add features. Personally contributed code to Coinbase and Langchain.
- Raised close to 2M USD in VC funding, including a16z and other top-tier investors, and onboarded institutional clients.
- Regularly attend and speak at conferences, meet with industry stakeholders, organize 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).
- Conceived and built an internal ML model for monitoring Google's servers. Used to monitor millions of machines in production.
- Received a consistent rating of "Strongly Exceeds Expectations." Promoted after the 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 built the models, then orchestrated the training and optimization loop, along with creating analysis tools.
- Converted the final model to run on an embedded in-car device using quantization, pruning, and TensorRT. This involved low level C++ development on an embedded Nvidia device.

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 10K+ CPUs (C++, MPI, OpenMP).
- Researched uncertainty quantification in physical simulations using Bayesian methods and machine learning.
- Shape optimization of supersonic aircraft wings through a collaborative C++ HPC codebase. Bayesian Optimization.

B.Sc. - TUM, Engineering Mechanics, Munich   2012 - 2015

- Heavy focus on computational methods. Math and Physics tutor. Several Student Researcher positions.
- Consistently ranked top in class. Overall grade 1.4 (Thesis 1.0)

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 aircraft.
- My final project/thesis on coupling the fluid and solid mechanics codes received the highest possible grade.

Technical Skills

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

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Interests/Hobbies

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