Lukas Scheucher

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Work Experience

Founding Product Engineer Jan 2023 – present
Jobprotocol *Remote*

- I am the first and only engineer on the team, responsible for the whole product
- Frontend, backend, web3 work

Freelance Software Engineer May 2022 – present
Toptal *Remote*

- Working as a freelance engineer on projects focusing on data-science and backend engineering.
- Using my free time to develop an app on the side.

Founder in Residence Mar 2022 – May 2022
Enterpreneur First *London*

- I was accepted into the 2022 cohort and spent 2 months working with dedicated individuals on blockchain/web3 ideas.
- Unfortunately, I did not find the right co-founder/idea.

Software Engineer Nov 2019 – Dec 2021
Google *Munich*

- Using data analysis on production logs to improve reliability across Google. Used tensorflow, Go and Apache flume
- Came up with an lead an successful internal project combining data analysis and visualization.
- **X, the moonshot factory:** Data analysis on an experimental wearable device. Owned whole python codebase and training pipeline.

Deep/Machine Learning Engineer Jul 2018 – Oct 2019
Volkswagen *Munich*

- Worked as an applied machine learning engineer, mainly on computer vision for autonomous driving.
- Real time object detection, Model development, training, selection, compression and testing.

Research Work

Post Graduate Work Jul 2017 – Jun 2018
TUM *Munich*

- Uncertainty quantification in physical simulations using bayesian methods and machine learning.
- Design optimization under uncertainty.
- Collaborative development of a C++ research code (Full CI/CD pipeline).
- Visualization of complex simulation output using Paraview, Plotly, D3.js, ...
- Held several positions as teaching assistant.

Visiting Graduate Researcher Oct 2016 – Jul 2017
Stanford University *California*

- Implemented gradient computation in a C++ fluid dynamics code
- Application: Parametric shape optimization of flexible wings.
- Audited Stanford lecture series on machine learning by Andrew Ng.

Education

Post Graduate Researcher Jul 2017 – Jun 2018
Munich *Germany*

- Uncertainty quantification in physical simulations using bayesian methods and machine learning
- Design optimization. Collaborative development of a C++ HPC codebase.

M.Sc. Mechanical Engineering Oct 2015 – Jun 2017
TUM *Munich*

- Majored in Computational Engineering and High Performance Computing.
- Visiting Researcher at Stanford University
- Overall Grade 1.6. Final theses 1.0.

B.Sc. Mechanical Engineering Oct 2012 – Jun 2015
TUM *Munich*

- Majored in Mechanical Engineering
- Overall Grade 1.4. Final theses 1.0.

Professional Certifications –
Online *Multiple*

- Total of 16 professional certifications including
  * Blockchain Developer Nanodegree - Udacity
  * 5-part deep learning specialization - Deeplearning.ai
  * Decentralized finance - Duke University
  * Full list on LinkedIn

Technical Skills

- **Languages**: Python, C++, Solidity, Go, SQL, Javascript, Bash
- **Frontend**: Next, React, CSS, SASS
- **Backend**: Postgres, SQL, API development, Databases, Devops
- **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
- **Libraries**: Tensorflow, Pytorch, OpenMP, MPI, CUDA, Pandas, NumPy, Matplotlib, Plotly, Dash