Simon Meister

Research Interests

Deep Reinforcement Learning

My primary research interest is deep reinforcement learning. Currently, i am working on deep reinforcement learning for challenging video games (e.g. StarCraft II) at the Autonomous Systems Labs, TU Darmstadt.

Deep Learning

I am broadly interested in deep learning foundations and applications. Thus far, i have worked on end-to-end deep learning for computer vision, particularly for motion estimation [1] and object detection.

Education

2014-Present B.Sc., Computer Science, Technische Universität Darmstadt, Germany.

Expected graduation: March or April 2018

Publications

Peer-Reviewed Conference Papers

[1] S. Meister, J. Hur, and S. Roth. UnFlow: Unsupervised Learning of Optical Flow with a Bidirectional Census Loss. In *AAAI Conference on Artificial Intelligence* (AAAI), New Orleans, Louisiana, Feb. 2018. **Oral presentation**. GitHub.

Bachelor thesis

title Motion R-CNN: Instance-level 3D Motion Estimation with Region-based CNNs

supervisors Professor Stefan Roth & M.Sc. Junhwa Hur

Honors & Awards

2013 Christian Ernst Neef-Preis, Physikalischer Verein Frankfurt.

Awarded by the Frankfurt physical society for work on massively parallel physics simulation conducted during the "Jugend forscht" youth science competition (national level).

Technical Experience

Advanced Python, NumPy, C, C++, TensorFlow, PyTorch, Linux, Git

Intermediate LATEX, CUDA, OpenGL, Matlab, Java

Biographic Information

Date of Birth November 13, 1993

Citizenship German

Languages English (fluent), German (native)

Formative Courses

Technische Universität Darmstadt

Statistical Machine Learning (1.0), Computer Vision 1 (1.0), Project Lab Deep Learning for Computer Vision (1.0), Deep Learning for Natural Language Processing (1.7), Robot Learning (ongoing), Integrated Project Robot Learning (ongoing)

Online

Machine Learning, Andrew Ng, Stanford University.