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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](#).