

Timo Bertram

bertram_timo@gmx.de ❖ +43 670 5564834❖ Linz, Austria

EDUCATION

Johannes Kepler Universität

2020-Ongoing

PhD, Artificial Intelligence

Linz, AT

- GameAI topics such as drafting Magic: The Gathering decks and playing Reconnaissance Blind Chess
- Teaching Python, Java and Algorithms & Data Structures
- Under supervision of Johannes Fürnkranz and Martin Müller
- Supervising multiple BSc and MSc students in game-related topics

University of Birmingham

2019-2020

MSc, Advanced Computer Science

Birmingham, GB

- Graduated with Distinction
- Strong focus on AI courses such as Evolutionary Algorithms and Neural Computation
- Thesis on combining Reinforcement Learning with Generative Adversarial Networks

Rheinische Friedrich-Wilhelms-Universität

2015-2019

BSc, Informatics

Bonn, DE

- Wide area of courses, e.g. Algorithmic Complexity, Databases, Research Skills, AI, Software Engineering
- Thesis on hierarchical clustering

PUBLICATIONS

Predicting Human Card Selection in Magic: The Gathering

Timo Bertram. Johannes Fürnkranz, Martin Müller in IEEE Conference on Games 2021

- Modeling card selection of human experts by constructing preferences between decisions
- Received best paper award

A Comparison of Contextual and Non-Contextual Preference Ranking for Set Addition Problems

Timo Bertram. Johannes Fürnkranz, Martin Müller in ICML SubSet ML 2021

- Comparing preferences modeled with and without context

Quantity vs Quality: Investigating the Trade-Off between Sample Size and Label Reliability

Timo Bertram. Johannes Fürnkranz, Martin Müller as arXiv preprint

- Given a noisy labeler, should you rather acquire a large number of samples or improve the accuracy of a subset?

Supervised and Reinforcement Learning from Observations in Reconnaissance Blind Chess

Timo Bertram. Johannes Fürnkranz, Martin Müller in IEEE Conference on Games 2022 (short paper)

- Training a neural network to play partially observable chess

REVIEWING ACTIVITIES

IEEE Conference on Games 2022 Main and Vision Tracks, International Conference on Machine Learning 2022, 44th German Conference on Artificial Intelligence 2021, IEEE Conference on Games 2021 Analytics Track

SKILLS & INTERESTS

- **Skills:** Python, Java, PyTorch, LaTeX, (Deep) Neural Networks, Reinforcement Learning, Supervised Learning, Tree Search, Evolutionary Algorithms,
- **Interests:** Powerlifting, Modern Board Games, Magic: The Gathering, Cooking, Food, Riddles, Escape Rooms