Viktor Gsteiger

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EDUCATION

ETH Zürich   Zürich, Switzerland
M.Sc. in Computer Science (GPA 5.4)   *Sep 2021 – April 2024 (Expected)*
Major in Data Management Systems

University of Basel   Basel, Switzerland
B.Sc. in Computer Science (GPA 5.7)   *Sep 2018 – July 2021*

RESEARCH EXPERIENCE

ETH Zürich   Zürich, Switzerland
Distributed Systems Laboratory   *Sep 2022 – Jun 2023*

- Working with Prof. Dr. Ana Klimovic on MODYN (paper *A Platform for Model Training on Dynamic Datasets* submitted to *EuroMLSys23*), a work-in-progress open-source platform that enables ML researchers and practitioners to explore a wide variety of training and data selection policies.
- Worked on systems architecture with regard to data storage and retrieval in the context of the research platform and supported other researchers in architectural decisions with regard to data storage and cloud utilisation.
- Implemented a data storage abstraction layer that enabled a multitude of storage formats and platforms as well as research into data retrieval and storage costs with regards to dynamic datasets.

ETH Zürich   Zürich, Switzerland
Cloud Computing Architecture Course Project   *Feb 2022 – June 2022*

- Developed a dynamic scheduling algorithm for a cloud computing system that enables the system to dynamically adapt to the workload and the available resources.
- Part of the lecture Cloud Computing Architecture which covers topics including server design, cluster management, large-scale storage systems, serverless computing, data analytics frameworks, and performance analysis.
- The project was supervised by Prof. Dr. Ana Klimovic and Prof. Dr. Gustavo Alonso.

Databases and Information Systems (DBSI) group   Basel, Switzerland
Undergraduate Research Assistant and Bachelor's Thesis   *Jan 2021 – Sep 2021*

- Working with Prof. Dr. Heiko Schuldt on vitrivr participating at the Video Browser Showdown (VBS) in 2021 by actively developing temporal querying algorithms for multimedia item retrieval.
- Developed a temporal query parser and optimiser for the vitrivr system that enables users to query multimedia items by time intervals as part of my Bachelor's Thesis (Grade 6.0).
- Contributed to papers *Interactive video retrieval evaluation at a distance: comparing sixteen interactive video search systems in a remote setting at the 10th Video Browser Showdown*, *Multi-modal Interactive Video Retrieval with Temporal Queries*

WORK EXPERIENCE

Palantir Technologies   London, United Kingdom
Forward Deployed Software Engineer   *Jul 2023 – Sep 2023*

- Implement custom data visualization, analysis workflows, action applicarions, and user interfaces on the proprietary Palantir Foundry stack.

Business Systems Integrations AG   Zürich, Switzerland
Software Engineering and DevOps Working Student   *Jan 2022 – Jun 2023*

- *DevOps Engineer* (Sep 2022 – Jun 2023): Responsible for designing, implementing, and maintaining complex infrastructure systems. This includes using technologies such as Kubernetes, Helm charts, Artifactory, GitLab, Ceph storage, S3, OpenShift, Docker, PostgreSQL, and Oracle databases.
- *Software Engineer* (Jan 2022 – Sep 2022): Responsible for developing in a code base of approximately 2 million lines of code using Java and the Scout framework with a custom business solution stack on top for a national car leasing provider.

Bank for International Settlements   Basel, Switzerland
Full-Stack Software Engineering Contractor   *Feb 2020 – Sep 2021*

- Partnership of the BIS and the University of Basel under the direct supervision of Prof. Dr. Heiko Schuldt.
- Responsible for contributing to a natural language processing project stack in a Linux/Python/PostgreSQL/Azure DevOps/Angular environment, development and maintenance of information retrieval system.

Skills

Programming: C, C++, Java, Kotlin, Python, MATLAB, R, SQL, Go, TypeScript

Technologies: Git, TensorFlow, Apache Kafka, Docker, Kubernetes, PostgreSQL, HDFS, Spark, Unix

Languages: German (Native), English (Professional), French (Elementary)

Relevant Coursework

Major coursework: Cloud Computing Architecture, Design of Parallel and High-Performance Computing, Advanced Systems Lab, Information Security Lab, Research Topics in Software Engineering, Distributed Systems Laboratory, Computer Architecture and Operating Systems, Software Engineering, Algorithms and Datastructures, Databases