Lennart Bramlage

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Skills

Technologies: Python, TensorFlow, PyTorch, Django, C++, OpenCV, MATLAB, Javascript, C#, HTML, CSS, MySQL, Git, Bash, Linux, MacOS, LaTeX, Unity3d

Knowledge: Machine Learning, Deep Learning, Natural Language Processing, Reinforcement Learning, Computer Vision, Software Engineering, Web Development, Algorithms and Data Structures, Human-Computer Interaction, User Experience, Scrum, Agile Development

Education

MSc Intelligent Systems, (Computer Science and Machine Learning), Dec. 2017 - Dec. 2020
Bielefeld University, 1.1 (GPA: 3.9)
- **Thesis:** Generalized Attention-Weighted Reinforcement Learning
- **Coursework:** Statistical Natural Language Processing, Text Mining and Knowledge Discovery, Pattern Classification, Introduction to Neural Networks, Advanced Topics of Machine Learning, Probabilistic Graphical Models

BA Human-Computer Interaction, (Interaction Design and Computer Science), Oct. 2013 - Nov. 2017
University of Applied Science Osnabrueck, 1.5 (GPA: 3.5)
- **Thesis:** Concept and Realisation of a Visualization Model for Functional Connectivity in the Human Brain

Experience

Max-Planck Institute for Biological Cybernetics - Research Technician, Jan. 2021 - Present
- Investigating the viability of consumer-grade VR hardware for visual psychophysics experiments
- Built pipeline to record latencies for stimulus onset on the HTC Vive screen using Arduino

ATR Institute Kyoto - Research Assistant, Oct. 2019 **-** Oct. 2020
- Implemented and extended state-of-the-art Reinforcement Learning algorithms (PPO, DDQN)
- Developed novel neural network layers for attention-weighted Reinforcement Learning

CITEC, Bielefeld University - Research Assistant, Mar. 2019 - Sep. 2019
- Supervised a team of ten students and created a number of diagnostic VR games in Unity3d (C#)
- Designed API tools for integration of various hardware components (Dexmo, HTC Vive, Phantom)

Brinkmann Pflegevermittlung - Software Engineer, Feb. 2018 - Apr. 2018
- Built RNN-based web-crawler for address acquisition, saving >200 man-hours of manual search per year
- Implemented custom SQL module, slashing software licensing fees

Max-Planck Institute for Intelligent Systems Tuebingen - Research Assistant, Nov. 2016 - Nov. 2017
- Built a coffee tracker app using Python and Django, allowing employees to pay their coffee debt remotely
- Created a system to transpile OpenCV projects into Javascript

Awards and Leadership

2019/2020/2021: Deutschlandstipendium granted by Bielefelder Universitätsgesellschaft and by Westfalen Weser Energie GmbH & Co. KG

2018: First place winning team at MARLO competition (Microsoft Research) using a variant of Deep Mimic and 3D-scene inference methods, **https://www.microsoft.com/en-us/research/blog/winners-announced-in-multi-agent-reinforcement-learning-challenge/[**

2018: Selected as one of 100 participants in Europe to attend the MIT Media Lab hackathon Signal&Noise (Creative AI track) based on creative merit and open-source involvement in machine learning applications