

Michael Ebenstein

EXPERIENCE

VISIO IMPULSE | RESEARCH ENGINEER (PART-TIME) London, UK | Since January 2020

- Responsible for
 - Researching new methods/approaches and replicating parts of papers
 - Creating prototypes and adapting prototypes for production usage
 - Design of software architecture and cloud infrastructure
 - Development of backend-services
- Delivered projects involved :
 - **Natural Language Processing (NLP)**: for complex question answering and querying from large text sources with natural language.
 - **Computer Vision (CV)**: for semantic-search on satellite data, localisation and mapping of image data and relating image features to geometric data.
 - **Point cloud data**: completion of point-clouds, efficient real-time visualisation, AI-assisted classification, localisation purely from RGB images

INFOSYS LIMITED | INSTEP INTERNSHIP Bangalore, IN | March 2020 - May 2020

Developed a prototype system for applying machine learning models to live video streams which:

- Handled encoded data from video streams of network cameras.
- Applied CV models on the image data
- Generated overlays for each frame based on the predictions
- Synchronised the overlays with the video stream for visualisation in a web dashboard.

A1 DIGITAL | JUNIOR DATASCIENTIST Vienna, AT | July 2018 - February 2019

- Modeled the Austrian operating reserve energy market and optimized bidding strategies for it, which achieved more than 80% ROI.
- Analysed internal sensory data of machines used in agriculture and forestry to find correlations between components and predict failures

KAPSCH CYBERSECURITY | CYBERSECURITY INTERN Vienna, AT | July 2017 - August 2017

- Implemented parallel artifact recovery from multiple machines for use after incidents
- Built a system for detecting network anomalies from network logs using machine learning
- Created a visualisation tool to document network incidents and present them

NOTEWORTHY PROJECTS

- **Vivid**: Developed a project visualisation tool for a big Bank in Austria that helps them keep track of progress and communicate project-related data better.
- **Viper**: AR/VR focused payment service layer (Graduation project).
- **Low-level Renderer**: I developed a simple rasterization software for educational purposes, with GPU support using CUDA and without relying on any graphics API.

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Residence: London, UK
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EDUCATION

KING'S COLLEGE LONDON (KCL)

MSci COMPUTER SCIENCE

London, UK | Sept. 2019 - June 2023

- Societies: Robotics, Data Science
- Special Modules: Computational and Mathematical Thinking, Robotics, Programming Language Design

TECHNOLOGISCHES GEWERBE MUSEUM (TGM), HIGHSCHOOL

INFORMATICS, SYSTEM ENGINEERING

Vienna, AT | Sept. 2014 - June 2019

- Awarded Austrian Matura with Excellent Success and A* in all subjects
- Graduation project: Developed a payment platform focused on VR/AR environments

SKILLS

COMPUTER SCIENCE

C/C++/Python/Web

ML/Computer Vision

Linux

GPU/Graphical Computing

Cuda, OpenGL/GLSL, Parallel computing

Cloud/Services/CI

AWS, Kubernetes, Docker, GitlabCI, Spring

SOCIAL

German

English

Agile Development

INTERESTS

- Philosophy: Epistemology, Ethics, Politic
- Economics
- Films/Filmmaking
- Physics, Mathematics
- Graphical Computing
- High-performance Computing

Last Updated on 14th March 2021