

Niko Abeler

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EDUCATION

- **RWTH Aachen University** Aachen, Germany
Master of Science in Computer Science; overall mark: 2.00 *Oct. 2013 – Feb. 2020*
(Thesis: Image-Based Reconstruction of Facades by Matching Structure to a Library of Procedural Instances)
- **RWTH Aachen University** Aachen, Germany
Bachelor of Science in Computer Science; overall mark: 2.00 *Oct. 2010 – Oct. 2013*
(Thesis: Realistic sky rendering based on real-time sky images)

EXPERIENCE

- **With Love And Data** Aachen, Germany
Senior Software Architect *Oct 2017 - August 2021*
 - **Technologies:** Python, Django, Celery, Docker, Postgres, AWS, Typescript, NestJS
 - Design and implementation of a ETL system to create analytics for podcasts, providing a unified industry standard.
 - Maintenance and further development of existing systems.
- **With Love And Data / Alex Jacobi Audiovisual Intelligence GmbH** Aachen, Germany
Software Engineer *Oct 2017 - August 2021*
 - **Technologies:** Typescript, Python, Keras, TensorFlow, Vue, Docker, Postgres
 - Research and Development of recommendation algorithms for production music and voice talents using machine learning techniques.
 - Evaluation of large scale market research projects. Data exploration and analysis to support the optimization of audio advertisements.
 - Design and implementation of a multi-tenant platform for audio focused applications. Design and implementation of a podcast creation and distribution software on said platform.
 - Introduction of Test Driven Development and Continuous Integration.
- **Alex Jacobi Audiovisual Intelligence GmbH** Aachen, Germany
Working Student *Apr 2017 - Oct 2017*
 - **Technologies:** Python, Django, TensorFlow
 - Research and implementation of recommendation algorithm for production music.
 - Development of a web application to search and curate music.
- **RWTH Aachen University** Aachen, Germany
Assistant in science as Graphics/C++ Programmer *Sep 2013 - Sep 2016*
 - **Technologies:** C++, OpenGL, git
 - Development on the City Simulation "Virtual Aachen 2" Project. Development of several new graphical features, such as creating high detail ground meshes with Level of Detail support. Maintenance of existing modules.

TECHNICAL SKILLS

- **Languages:** (proficient): Python, Javascript, Typescript (novice): C++, Rust, Go
- **Technologies:** Django, Vue, Keras, Pandas, TensorFlow, SQL, Postgres, Linux, Docker, Git, Jupyter, Blender, Gimp, OpenGL