Ole Petersen

olepetersen in

ole-petersen.vercel.app ♠

peteole

EDUCATION

Technical University of Munich, M.Sc. Computational Science and Engineering

10/2023 - 09/2025

- GPA: 1.2 (in German Grading System)
- Elite program focusing on numerical simulation on high-performance computers

Technical University of Munich, B.Sc. Engineering Science

09/2020 - 11/2023

- GPA: 1.3 (in German Grading System), ranking top 3% in cohort
- Completed 285 ECTS with a focus on mathematical modeling and simulation
- Relevant modules: Introduction to Deep Learning, Distributed Systems, Quantum Mechanics...
- Bachelor Thesis: Multi-Agent Reinforcement Learning with a financial model
- Term abroad: University of Exeter, UK

SKILLS

- Programming Languages: Typescript, Julia, Python, C++, Golang, Rust, SQL, Java
- Tools: PyTorch, Numpy, Linux, Kubernetes, Docker, Terraform, Helm, Grafana, React
- Scientific: Tensor Calculus, Optimization, Data Structures and Algorithms, Statistics
- Languages: German (native), English (fluent), Spanish (basics), French (basics)

Experience

QAware/Telekom, Working Student

10/2020 - 09/2023

- Developed internal tools, CI/CD pipelines, IaC, and observability dashboards for Telekom smart speaker backend platform
- Automated creation and distribution of internal training certificates, reducing process time to $\approx 10 \, \mathrm{min}$

Bundeswettbewerb Informatik, Jury Member

Since 12/2020

Graded submissions for Germany's prominent computer science competition

Hochschulhaus Garching, Tutor

Since 05/2023

Organized circa 20 social events, fostering community engagement

Awards

Bavarian Graduate School of Computational Engineering, Participant

Since 10/2023

Honors program participant, engaging in a collaborative scientific research project, summer academies, and soft skill seminars

relAI scholarship (DAAD), Scholarship Holder & Student Representative

Since 10/2023

Received scholarship for outstanding students in the field of reliable AI, serving as student representative

CHECK24 GenDev, Scholarship Holder

06/2023 - 06/2024

Selected for software engineering scholarship, participated in workshops and received financial support

Deutschlandstipendium, Scholarship Holder

09/2021 - 08/2023

Awarded scholarship for academic excellence and social commitment

Bundeswettbewerb Informatik, Awardee

09/2020

Recognized as one of ten awardees in Germany's prestigious computer science competition

Mathematical Olympiad, federal level, Finalist

2018, 2020

One of 192 finalists in the federal round of Germany's most influential math competition

PROJECTS

Bachelor Thesis: Multi-Agent Reinforcement Learning, Author

05/2023 - 10/2023

- Investigated multi-stage oligopoly model, deriving new analytical Nash equilibrium
- Demonstrated convergence of reinforcement learning algorithms to analytical equilibrium strategies
- Discovered and verified new approximate equilibrium in multi-stage oligopoly
- Grade: 1.0

Probabilistic Data Integration Engine, Developer

10/2022 - 04/2023

Developed data integration solution for probabilistic data sources using Rust

Huddle, Student Project Platform Founder

06/2021 - 09/2023

- Founded university group for building student project sharing platform
- Technologies: React, Golang, Postgres, Ory Kratos, Kubernetes

Ferienakademie, Project Contributor

09/2021

Developed decentralized task distribution system based on auctions during collaborative summer academy

Covid Simulation, Developer

12/2020 - 01/2021

- Created Monte-Carlo simulation of COVID infection risks based on contact list
- Technologies: lit-element, Typescript, dygraphs, Web Workers

Aircraft Telemetry, Developer

07/2019 - 06/2020

Designed hardware and software for collecting, processing, and visualizing live flight data from radiocontrolled aircraft