Timo Bertram

❖ Linz, Austria ❖ Scholar Github

WORK EXPERIENCE

University Assistant 2020– Present

Johannes Kepler University

Linz, Austria

- Research on contrastive learning and Siamese neural networks for Game AI.
- Teaching Bachelor and Master students in Programming in Python.
 Previously also Introduction to Programming, and Algorithms and Data Structures.
- BSc and MSc thesis supervision in AI and Game AI.
 Examples include Evolutionary Algorithms for CCG's, Developing Game Agents for Reconnaissance Blind Chess, and Leveraging Large Language Models for Acronym Disambiguation.

Translator German -- English

2018-2020

Freelance

IT-Helpdesk 2017– 2018

steep GmbH

EDUCATION

Johannes Kepler University Linz

2020-2024 (projected)

PhD Artificial Intelligence

Linz Austria

- Thesis on Contrastive Learning for Imperfect-Information Games under supervision of Prof. Dr. Johannes Fürnkranz.
- Comparison-based machine learning for Magic: The Gathering, Reconnaissance Blind Chess, and Poker.

University of Birmingham

2019-2020

MSc Advanced Computer Science

Birmingham, UK

- Thesis on GAN-SAC Sample-Efficient Soft Actor-Critic Using GAN-Created Model-Rollouts under supervision of Prof. Per Kristian Lehre.
- Completed with distinction.

University of Bonn 2015-2018

BSc Informatics

Bonn, Germany

- Thesis on Divisive Hierarchical Clustering with Reverse Wards under supervision of Dr. Heiko Röglin.
- Completed with 2,3.

SKILLS, AWARDS, PEER-REVIEWING & INTERESTS

- **Skills:** Python, PyTorch, Java, Supervised Learning, Unsupervised Learning, Reinforcement Learning, Contrastive Learning, Tree-Search, LaTeX
- Awards:
 - o Best paper award at IEEE Conference on Games 2021
 - o Best student paper award at IEEE Conference on Games 2024
- Peer-Review: Reviewer at IEEE Conference on Games 2021-2024, ICML 2022, KI 2022
- Interests: Badminton, Powerlifting, Magic: The Gathering, Board and Card Games, making the perfect pizza.

REFERENCES

Prof. Dr. Johannes Fürnkranz (PhD supervisor)

Prof. Per Kristian Lehre (MSc supervisor)