Sven Eberhardt *Curriculum Vitae*

** 12/17/1982, Germany*

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Employment

06/2015 — present	Postdoctoral research position in Serre Lab, Brown University, USA
04/2013 — 06/2015	PhD position in Cognitive Neuroinformatics, AG Schill, University of Bremen, Germany
03/2012 — 03/2013	Joint scholarship position in Human Neurobiology, AG Fahle and Cognitive Neuroinformatics, AG Schill, Uni Bremen
11/2010 — 12/2011	Scientific assistant (WiMi) at the Institute of Human Neurobiology, University of Bremen
11/2004 — 10/2010	Student assistant at the Institute of Human Neurobiology, University of Bremen. Development of optical stimuli for fMRI, psychophysics, et. al. in C++, MatLab
05/2000 — 08/2008	Part-time freelance development of PC game Clonk, see http://www.clonk.de/.

Education

03/2012 — 06/2015	PhD in Computer Science, Computational Neuroinformatics, University of Bremen, Germany
08/2009 — 09/2010	Physics Diploma in Theroretical Neuroscience
10/2008 — 07/2009	Visiting student at The Center for Biological & Computational Learning, McGovern Institute for Brain Research, MIT, Cambridge (USA)
08/2007 — 08/2008	Study of Theoretical Neuroscience, University of Bremen
09/2006 — 09/2007	Study of Physical Oceanography at the Ocean University of China, Qingdao (1 year scholarship)

Skills

Research / Interests: Deep Learning Networks, Computer Vision, Computational Neuroscience, Game Design, Psychophysics, Environmental Physics, fMRI evaluation, Eye Tracking.

Main Languages: C++ (12y), Matlab (6y), Python (3y). Windows and Linux.

Used Languages / Tools: caffe, TensorFlow, Bash scripting, Flask, Low-level networking (TCP/UDP sockets), Qt, OpenGL, DirectX, OpenAL, OGRE, Vizard, PHP, MySQL, Pascal, x86 assembler, RegExps, HTML, CSS, JavaScript and others. Cluster usage (MIT CSAIL BORG cluster (Condor), Brown CCV cluster (SLURM)), Version Control (GIT, Mercurial, SVN), Arduino, RasPi, LaTeX, Office, Image processing, 3D modeling/animation.

Teaching: Deep Learning Hacker's Course, Computational Vision class lecture, Psychophysics introduction course, MATLAB tutoring

Latest publications (2016): (Full publication list: http://cognium.de/sven)

Eberhardt, S., Cader, J., Serre, T. *"How Deep is the Feature Analysis underlying Rapid Visual Categorization?."* NIPS, 2016.

Eberhardt, S., Christoph, Z., Schill, K. *"Peripheral pooling is tuned to the localization task."* Journal of Vision 2016;16(2):14

D. Linsley, S. Eberhardt, P. Gupta, T. Serre. *"Clicktionary: A web-based game for exploring the atoms of object recognition"* (in subm. CVPR)

Hackathons: MIT Hacking Medicine Grand Hack 2016: 1st place Aging in Place with "AlzEYEmers" project. TVNext hackathon 2016: 2nd place with "Assistive TV"

Video game development: Programming, graphics design, 3D modeling and web dev for OpenClonk: http://www.openclonk.org/

Sports: I'm an enthusiastic hang glider pilot, amateur league badminton player and badminton referee.