

# Jannik Hösch

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## EDUCATION

<b>Kungliga Tekniska Högskolan</b> <i>M.Sc. Computer Science, Track: Data Science / Machine Learning</i> <ul style="list-style-type: none"><li>Cumulative GPA: 4.9/5.0</li><li>Research Project with EA SEED: Combining LLMs and RL for Intelligent Interactions in Games</li></ul>	Stockholm, Sweden <i>Aug 2025 — expected: Jun 2026</i>
<b>Friedrich-Alexander-Universität</b> <i>B.Sc. Computer Science</i> <ul style="list-style-type: none"><li>Cumulative GPA: 4.5/5.0   Top 13% of graduates</li><li>Bachelor Thesis: Narrative Representations in LLMs   Co-authored in <a href="#">paper</a></li><li>Study Abroad:<ul style="list-style-type: none"><li>Universitat Politècnica de Catalunya, Barcelona, Spain (Feb 2024 - Jun 2024)</li><li>Umeå Universitet, Umeå, Sweden (Aug 2022 - Jan 2023)</li></ul></li></ul>	Erlangen, Germany <i>Oct 2020 — Mar 2024</i>

## WORK EXPERIENCE

<b>Machine Learning Engineer Intern</b> Hypertype <ul style="list-style-type: none"><li>Developing an analytics dashboard in Flutter to gain product insights using sentiment analysis</li><li>Collaborating closely with co-founders to translate insights into actionable improvements</li></ul>	Sep 2025 — Dec 2025 <i>Stockholm, Sweden</i>
<b>Software Engineer Intern</b> Concedus <ul style="list-style-type: none"><li>Planned and implemented IT projects including a secure authentication form in React</li><li>Assisted CTO with IT audits by gathering and analyzing information on IT security topics</li><li>Contributed to improving IT security processes and audit compliance</li></ul>	Feb 2023 — Jan 2024 <i>Nuremberg, Germany</i>
<b>Research Assistant</b> Fraunhofer IIS <ul style="list-style-type: none"><li>Contributed to 3D scene reconstruction from images, capturing and processing 360° object scans</li><li>Supervised training of Neural Radiance Fields (NeRF) and conducted real-world performance evaluations</li></ul>	Mar 2022 — Aug 2022 <i>Erlangen, Germany</i>
<b>Teaching Assistant</b> FAU Erlangen-Nürnberg <ul style="list-style-type: none"><li>Assisted teaching courses in Mathematics and Digital Technology</li><li>Led tutorials and exercise sessions; provided feedback on assignments</li></ul>	Oct 2021 — Feb 2022 <i>Erlangen, Germany</i>

## PROJECTS

<b>LYNX Hackathon</b> <ul style="list-style-type: none"><li>Developed a systematic trading strategy leveraging financial data with mathematical concepts</li><li>1st place out of 10 teams (only 10% of applications accepted)</li></ul>	Apr 2025
<b>HackUPC</b> <ul style="list-style-type: none"><li>Developed a ML fashion recommendation website that suggests matching pieces to an input image</li><li>Received an honorable mention by Inditex</li></ul>	May 2025
<b>Cedge</b> <ul style="list-style-type: none"><li>Participated in two start-up programs (Digital Tech Academy, Reality Bites Building Boxes)</li><li>Developed AI-powered competitive intelligence software to enable companies to track competitors using public data</li><li>Strengthened teamwork and communication skills through collaboration and pitching in a student startup team</li></ul>	Apr 2023 — Jan 2024

## SKILLS & INTERESTS

- Tech-Stack:** Python, Flutter, SQL, TypeScript, C#, Java | PyTorch, Scikit-learn | Git, GCP, Unity, Docker
- Interests:** Sports (Football, Cycling, Running) | Learning languages (Swedish, Spanish) | Generally learning and exploring