

Valdimar Steinar Ericsson Laenen

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Nationalities/Work eligibility: USA, Netherlands(EU), Iceland

GitHub: [SteinarLaenen](#)

EDUCATION	University of Edinburgh , United Kingdom MSc Artificial Intelligence Notable courses: Machine Learning and Pattern Recognition, Algorithmic Foundations of Data Science, Reinforcement Learning, Quantum Computing Sept 2018 - present
	Amsterdam University College (AUC) , The Netherlands Exchange to Stellenbosch University, South Africa. BSc (Honors) Liberal Arts and Sciences, Major: Science Concentration: Maths, Information Science and Neuroscience Thesis: <i>Visual Pathways from the Perspective of Emotion and Physical Feature Detection in Multilabel Deep Neural Networks</i> Summa cum laude GPA: 3.93/4.0 Sept 2015 - July 2018 Jan-Jul 2017
EXPERIENCE	Research Team Lead , Edinburgh University Formula Student Oct 2018 - present <ul style="list-style-type: none">Developed end-to-end controller to drive a car in ros simulation using imitation learning in TensorFlow, now being implemented on real autonomous vehicle.Currently working on an end-to-end controller using deep reinforcement learning. Summer Researcher , Warm Arctic ehf, Iceland Geothermal Energy Consultancy Supervisor: Grímur Björnsson Summer 2018 <ul style="list-style-type: none">Used drones equipped with RGB and infrared cameras to create orthomosaic maps of areas that contain (potential) geothermal energy sources.Sped up image processing 20x using exiftool, python, and optimized bash scripts, so images can be processed on-site, leading to more effective search for heat. Research Intern , Reykjavik University, Iceland Centre of Analysis and Design of Artificial Agents Supervisor: Hannes Högni Vilhjálmsón Summer 2017 <ul style="list-style-type: none">Part of a research group that designed and programmed automated intelligent social behaviour for virtual agents in Unity3D and C#.Constructed numerous complex social behaviours for virtual agents such as glancing patterns, conversation habits, and gesticulations.Created a virtual reality environment to interact with the virtual agents by wearing an Oculus Rift. Receptionist , Hotel Borg & Hotel Apotek, Iceland Summer 2016
PUBLICATIONS	Interpreting Social Commitment in a Simulated Theater. Vilhjálmsón et al. <i>Proceedings of the 18th International Conference on Intelligent Virtual Agents</i> , Sydney, Australia, November 2018 Thermal Mapping of Icelandic Geothermal Surface Manifestations with a Drone. Björnsson et al. <i>44th Stanford Geothermal Workshop</i> , Stanford, USA, February 2019
COMPUTER SKILLS	Languages & Software: Python, PyTorch, TensorFlow, Keras, C#, HTML, CSS, L ^A T _E X Operating Systems: Linux, Windows
COMMUNITY SERVICE	Taught an intensive one month A1 CEFR level Dutch course to refugees from Syria, Uganda and Iran in January of 2016. This ranged from grammar to cultural discussions. Volunteer at Vlottenburg Primary School, Stellenbosch, South Africa during 6 month exchange in the spring of 2017. Organized weekly activities with a class such as sports, hand-craft, singing and dancing.
LANGUAGES	Fluent: Dutch, Icelandic, English Advanced: German (C1 CEFR level). Basic: Spanish (A2 CEFR level) and French (A2 CEFR level)
EXTRA-CURRICULAR ACTIVITIES	Science Editor at InPrint AUC's undergraduate academic journal 2017/2018 Writer at TedXAUCollege 2017/2018 Summited Mount Kilimanjaro April 2017 Delegate at Harvard WorldMUN conference March 2016 Delegate at multiple European Youth Parliament (EYP) conferences 2015 Trained delegations to participate at EYP conferences