

Bernhard Jaeger



Date of birth: 01.02.1997
Place of birth: Biberach

Education

- 10/2019 - 09/2021 **Computer Science, M.Sc.**
Eberhard Karl University of Tübingen
Master Thesis: “*Expert Drivers for Autonomous Driving*”
Developed an automatic labelling algorithm for imitation learning approaches to autonomous driving.
Trained an imitation learning method with labels generated by the new method, which doubled its performance on the CARLA leaderboard autonomous driving benchmark and outperformed the best prior work.
Selected courses: Deep Neural Networks, Statistical Machine Learning, Probabilistic Machine Learning, Self-Driving Cars, Mobile Robots, Mathematics for Machine Learning, Machine Learning in Graphics and Vision, Research project, Reinforcement Learning, Massively Parallel Computing
- 10/2015 - 08/2018 **Informatics: Games Engineering, B.Sc.**
Technical University of Munich (TUM)
Bachelor Thesis: “*Measuring Google QUIC Connection Establishment Times*”
Development of measurement tools in C.
Analyzing the connection establishment speed of the protocols Google QUIC, TCP/TLS 1.2 and 1.3 in an empirical study.
- 2007 – 2015 **Abitur (Grade: 1.7)**
Pestalozzi Gymnasium, Biberach
Two-week student exchange in the USA, Colorado

Professional Experience

- 04/2022 – now **Doctoral Student**
Eberhard Karl University of Tübingen
Supervisor: Prof. Dr.-Ing. Andreas Geiger
Project: Towards End-To-End Autonomous Driving
Scholar of the International Max Planck Research School for Intelligent Systems
- Publications:
Kashyap Chitta, Aditya Prakash, Bernhard Jaeger, Zehao Yu, Katrin Renz, Andreas Geiger. TransFuser: Imitation with Transformer-Based Sensor Fusion for Autonomous Driving. IEEE Trans. on Pattern Analysis and Machine Intelligence (PAMI), to appear, 2022.

11/2021 – 03/2022 **Research Assistant**
Eberhard Karl University of Tübingen
Chair: Autonomous Vision Group, Prof. Geiger

10/2018 – 10/2019 **Software-Developer**
Ferchau GmbH

Project: Digital Light. Car headlamp with HD resolution for series production.
Developed the rendering software in an agile team.

Developed skills: Teamwork, agile workflow (Scrum), code optimization,
customer communication, problem-solving skills, C++ experience,
debugging and testing, working under tight deadlines.

Teaching Experience

10/2017 – 02/2018 **Tutor**
Technical University of Munich (TUM)
Subject: Betriebssysteme und hardwarenahe Programmierung
Chair: Chair of operating systems, Prof. Baumgarten
Work: Holding exercise sessions, correcting exams
Developed skills: Holding presentations, teaching skills, working meticulously
(Exam corrections), deepened understanding of the subject

10/2016 – 02/2017 **Tutor**
Technical University of Munich (TUM)
Subject: Grundlagen Datenbanken
Chair: Chair for database systems, Prof. Kemper
Work: Holding exercise sessions, correcting exams
Developed skills: Same as above.

Qualifications

Technologies: Proficient: C, C++, Python, Git, Visual Studio, PyTorch, PyCharm
Good knowledge: Java, SQL, GIMP, LaTeX, TensorFlow, CUDA, SLURM
Basic knowledge: C#, PHP, RISC Assembler, Clear Case, Unity

Languages: German: Native language
English: Proficient
French: Basic


Tübingen, 14.08.2022