



Bram Stoeller

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COMPUTER VISION EXPERT · C++/PYTHON DEVELOPER

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Summary

Artificial Intelligence software engineer with an increased interest in computer vision and embedded computing. I specialise in state of the art computer vision techniques (a.o. deep learning), real time process automation and data analytics. Experienced in producing stable end-user applications, as well as scientific research and prototyping. In short, I like to solve problems using artificial intelligence. If we can do it, a computer should do it better.

Experience

Co-founder and A.I. Software Engineer

Nijmegen, The Netherlands

BRAIN BUILDERS

May 2016 - Present

- Brain Builders is an Artificial Intelligence oriented company
- Various contracting jobs, see other entries

Managing Director and A.I. Software Engineer

Nijmegen, The Netherlands

KUBIKO

February 2013 - Present

- Kubiko is an offshore bird scaring device based on A.I. and a laser projector
- Wrote a processing pipeline (including a deep neural network) for detecting birds on offshore helidecks
- Wrote a hardware controller on a SAM3X microchip
- Wrote various Python/C++ supportive tooling
- Built several prototypes in Jupyter Notebook and MatLab/Octave

Vision Software Engineer

Oosterhout, The Netherlands

QI PRESS CONTROLS (VIA BRAIN BUILDERS)

April 2017 - June 2018

- QIPC supplies a visual inspection system for printing presses
- Worked on a realtime image analysis pipeline for a newspaper press
- Wrote a colour/density measuring algorithm
- Wrote various Matlab, Python and C++ prototypes and tooling

Embedded/Vision Software Engineer

Haren, The Netherlands

SPHERICAM (VIA BRAIN BUILDERS)

May 2016 - April 2017

- Sphericam created one of the first 6-sensor 360 degrees camera at 6K resolution and 60 fps
- Built mathematical models of sensor and lens artifacts
- Created a calibration application in C++/Qt for the sensor/lens combinations
- Wrote various Jupyter, Matlab and C++/Qt supportive tooling

Physics Software Engineer

Ede, The Netherlands

RADAN

January 2015 - October 2015

- Radan supplies software for the metal industry, I worked on the bending software
- Introduced Bullet physics engine to simulate bending sheet metal and detect collisions between parts
- Built several prototypes in C++ and wrote various Python/Tcl supportive tooling

DevOps Engineer

BYTE

Amsterdam, The Netherlands

July 2014 - December 2014

- Byte started as a hosting company and specialized in Magento hosting over time
- Helped building a Python based provisioning framework for the servers
- Wrote several Django APIs including a custom PSK authentication method
- Wrote various Python/Bash supportive tooling

Embedded/Vision Software Engineer

EAGLE VISION

Naarden, The Netherlands

September 2011 - July 2014

- Eagle Vision has developed a people tracking sensor based on stereo vision
- Designed a color based appearance model to track people over multiple cameras (see Master Thesis)
- Implemented the color based appearance model
- Improved the tracking algorithm
- Built several prototypes in MatLab

Education

MSc Artificial Intelligence

UNIVERSITY OF AMSTERDAM

Amsterdam, The Netherlands

September 2009 - June 2012

(completed)

- Master Thesis: Model based people tracking using ceiling-mounted stereo cameras
- Visual Analytics: NS Data Visualisation
- Profile Project 'Intelligent Systems': Layered Interactive Sokoban Assistant
- Reconstructing a 3D Structure from Unknown Viewpoints using Uncalibrated Cameras

BSc Artificial Intelligence

UNIVERSITY OF AMSTERDAM

Amsterdam, The Netherlands

September 2004 - June 2008

(completed)

- Bachelor Thesis: Artificial Intelligent Go Annotator
- Real-time Billboard Substitution in a Video Stream of a Soccer Match
- Learning and Decision making: Data mining on a Police database
- Object Detection through Background Estimation

Extracurricular Activity

Personal Leadership (9 days)

AMETHIST DEVELOPING PEOPLE

Amersfoort, The Netherlands

May - June 2009

- A 9 day course on self exploration

Communication and Social Behavioural Styles (3 days)

AMETHIST DEVELOPING PEOPLE

Amersfoort, The Netherlands

June 2008

- A 3 day course on improving interaction with others

Skills

Programming	C, C++, CUDA, Python, Bash, Matlab/Octave, MySQL, Tcl/Tk, Prolog
Libraries	OpenCV, Boost, Tensorflow, Google Protobuf, Bullet Physics Engine
Python Packages	Django, NumPy, SkiPy, TkInter, Pandas and many more
Tooling	Clion, Qt-toolkit, cmake, git, docker, virtualenv, linux in general, LaTeX, Visual Studio
Architectures	arm, atmega, x86-64
Languages	Dutch, English