Bastien Husler

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Education

ETH Zürich — **September 2023 – August 2025**
Master of Science in Data Science – **5.25/6 GPA** — *Zürich, CH*

ETH Zürich — **September 2020 – August 2023**
Bachelor of Science in Computer Science – **5.35/6 GPA** — *Zürich, CH*

Northwestern University — **September 2022 – January 2023**
Exchange Semester – **4.0/4.0 GPA** — *Evanston, IL, USA*

Lycée Kléber — **September 2019 – July 2020**
Preparation year to French Engineering Schools (MPSI) – **Ranked 8th** — *Strasbourg, FR*

Lycée International des Pontonniers — **September 2016 – July 2019**
French Baccalaureate S – **17.63/20 highest honors** — *Strasbourg, FR*
German Abitur – **1.0 (Max Grade)**

Experience

CFAO3D SAS — **July 2021 – Present**
CTO & Cofounder — *Strasbourg, FR*

- Designing and developing software for French surgeons and laboratories to track dental prosthetics matching legal obligations.
- Strong practice of product management, development, marketing, teamwork, and accounting.
- Full Stack Development: ReactJS, Python, Django, SQL, CSS, HTML, JS, TailwindCSS, Swift, SwiftUI.

Arbrea Labs AG — **October 2023 – March 2024**
Machine Learning Intern — *Zürich, CH*

- Following my Bachelor's thesis, which earned a grade of 6.0 (maximum grade).
- Researching and developing a machine learning model to segment facial wrinkles: Python, Pytorch.
- Designing an efficient and lightweight pipeline for facial wrinkles removal in texture space.
- Integrating the pipeline into an iOS application for real-time facial wrinkles removal: Swift, CoreML.

Projects

MoonAI | *ReactJS, Python, Django, REST API* — March 2024 – June 2024

- Developing a web application to drive decision making for Venture Capitalists with AI.
- Leveraging LLMs to summarize and analyze the content of pitch decks.
- Used Cellery and Redis to manage asynchronous tasks and cache results.

PubliMaps | *Swift, SwiftUI* — April 2022

- Developed an iOS application to optimize the use of PubliBikes in Zürich.
- Integrated the PubliBike API to display the availability of bikes and stations.
- Used MapKit to find itineraries and commute time between stations.

Bluetooth Payment App | *Swift, SwiftUI* — May 2022

- Side quest for CFAO3D: Developed an iOS application to accept credit card payments.
- Implemented an easy-to-use payment system using the Stripe API.

Various Small Video Games | *C#, Unity* — October 2022 – December 2022

- Developed three video games for the class Game Design and Development at Northwestern University.
- Applied principles of game design and development to create engaging and interactive games.
- Collaborated in a team of 4 to develop a 3D co-op game.

Skills

Spoken Languages: French (Native), German (C1), English (C1), Chinese (A2)
Programming Languages: Java, Python, C, SQL, JavaScript, HTML/CSS, Swift, Haskell, Verilog