Christian Ermann

www.christianermann.dev | christian.ermann@gmail.com | github.com/c2000e

EDUCATION

Tufts University

Medford, MA

Master of Science in Computer Science

Sep. 2022 - Aug. 2023

Lewis & Clark College

Portland, OR

Bachelor of Arts in Mathematics, Bachelor of Arts in Physics, Minor in Computer Science magna cum laude

Aug. 2018 - May 2022

Experience

Research Programmer

Sep. 2023 – Aug. 2023

Boston Fusion Corp.

Lexington, MA

- Designed and implemented AI/ML software framework for analysis, fusion, and classification of data from diverse sensor sources with model explainability.
- Translated customer requests into actionable issues for myself and other team members to resolve.

Research Programmer Intern

Jun. 2023 – Aug. 2023 Lexington, MA

Boston Fusion Corp.

- Implemented Transformer-based pipeline to detect obscured peaks in audio data.
- Developed novel visualizations to explain detections, grounded in the source data.

John S. Rogers Science Research Intern, Summer 2022

May 2022 – Aug. 2022

Lewis & Clark College

Portland, OR

• Prototyped a secure and dependable temperature sensor by designing and implementing device drivers for the seL4 microkernel in C.

John S. Rogers Science Research Intern, Summer 2021

May 2021 – Aug. 2021

Lewis & Clark College

Portland, OR

• Developed convolutional neural networks to probe thermal phase transitions in quantum chromodynamics using the X-Y spin model with discrete symmetry preserving perturbations.

Projects

Real-time Terrain Generator | C, OpenGL

• Implemented the Marching Cubes algorithm to render terrain described by gradient fractal noise.

PolyFy | C++, OpenGL

• Evolve polygon-ized versions of images using a genetic algorithm, accelerated with Compute Shaders.

UEFI-based FORTH | x86-64 Assembly

• Implemented an indirect-threaded FORTH in x86-64 assembly designed to boot on bare-metal (UEFI).

SKILLS

- Languages: C/C++, Zig, x86 Assembly, Python, Rust
- Operating Systems: Linux, BSD, MacOS, Windows
- Graphics APIs: OpenGL, Vulkan, WebGPU, OpenCL, CUDA