Anton Jørgensen

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SUMMARY

I am an artificial intelligence engineer who enjoys theoretically challenging projects where I can be creative in my solution process. Though I am perfectly capable of working on my own, my time in a consultancy has taught me a lot about the value of efficient teamwork and clear communication.

EXPERIENCE

Data Science Consultant at Valtech eCapacity   2021 - Present

I work as part of the Data Science/Engineering team providing business insights to companies by analyzing their customer data. Main technologies that i use include Python, Google Cloud Platform, Adobe Analytics, and SQL.

Junior Developer at FoodInfo   2017 - 2019

Developed a prototype app using the Ionic framework. The app served nutrition information and relevant offers from nearby stores using the FoodInfo API.

PROJECTS

A Generalised Approach to Search Algorithms in Games   GitHub Repo

I presented a unified framework for implementing adversarial search algorithms, e.g. MiniMax and MCTS, with the aim of facilitating research, education, and open source collaboration in the field. A side effect of the framework is that it introduces an 'agent space' that allows for automated search for strong adversarial agents.

YOLO Real-Time Helmet Detection   GitHub Repo

We trained the You Only Look Once object detection model to detect the helmet usage of motorcycle and scooter users in a dataset recorded in developing countries. A positional encoding was used to deal with the many classes resulting from up to five people on each vehicle, each either wearing or not wearing a helmet.

Jewellery Recommendation System for e-Commerce using CBIR   GitHub Repo

We developed a product recommendation system for Pandora jewellery using two approaches; an autoencoder and a triplet ranking network. This was paired with an object extraction model from Facebook Research, which resulted in a fully functional pipeline from input image to recommendations.

EDUCATION

2023 - 2025	MSc. Human Centered Artificial Intelligence at **Technical University of Denmark**
2019 - 2022	BSc. Artificial Intelligence and Data at **Technical University of Denmark**

SKILLS

AI	Deep Learning, Symbolic AI, Multi Agent Planning, Adversarial Search
Data Science	Statistical Analysis, Machine Learning, PCA, Clustering, Visualization
Main Tools	Python, NumPy, PyTorch (Lightning), Pandas, Google Cloud Platform