

Hermes Reisner

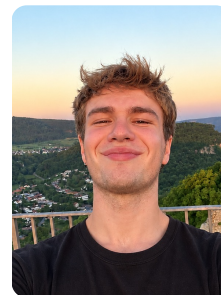
Computer Science Student (BSc), University of Basel

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EDUCATION

since 2025	BSc Computer Science, expected graduation 2028	University of Basel, Basel
2024 – 2025	BSc Mechanical Engineering, first year	ETH Zurich, Zurich
2019 – 2023	Matura (university entrance diploma), major in Applied Mathematics	Gymnasium MuttENZ
2024 – 2026	Harvard CS50 series: CS50P, CS50x, CS50 AI, CS50 SQL	Online self-study

EXPERIENCE

2026	Section Leader	Stanford Code in Place, online
	Volunteer teacher of a weekly online section in Stanford's introductory Python course.	
2024 – 2025	Bookkeeping and Administration	Öko-Job, Liestal
	IT-based bookkeeping, data maintenance and administrative processes.	
2023 – 2024	Civilian Service	University Hospital Basel, Intensive Care Unit
	Worked on the intensive care unit with growing responsibility, including administrative tasks.	

PROJECTS

since 2026	LocalSR – desktop app for local image and video restoration	🐙 HerRei/local-upscale
	• Main developer and maintainer of the open-source app (MIT): Svelte UI, Rust/Tauri host and isolated Python/PyTorch worker; public macOS beta since September 2026. • Release engineering: CI on self-hosted GitHub runners, signed and notarised macOS builds, signed in-app updates, Homebrew tap; pytest, Vitest.	
2026	PianoGPT – transformer for piano music	🐙 HerRei/gpt2-piano-mps-12k
	• GPT-2 language model trained from scratch on about 12,000 MIDI files; training on Apple Silicon, checkpoint comparison, ONNX export (CS50 AI final project).	
2024 – 2026	ESP32 SBB Tracker – public transport departure board	🐙 HerRei/Sbb_Tracker_Sissach
	• ESP32 with ST7789 TFT in C++/Arduino: live data from the transport.opendata.ch API over HTTPS, JSON filtering, delay display, hardware watchdog (CS50x final project).	
2026	PhantomHunt – multiplayer game, CS108 University of Basel	🐙 HerRei/PhantomHunt
	• 3-vs-1 game in Java/JavaFX built in a team of five; my part: client-server networking (TCP), lobby and game-state management, round flow, scoring; JUnit 5, Mockito, CI.	
2026	Further projects	
	HAT fine-tuning for face super-resolution (PyTorch/ROCm, own benchmark, weight interpolation) · train-tui , terminal dashboard for ML training in pure C · Nature Inventory Delta , FastAPI/Streamlit tool with an LLM SQL planner · own CI server (Ubuntu, Ansible, Docker/KVM, GitHub runners)	

SKILLS

Programming languages	Python, Java, Rust, C/C++, TypeScript, Swift, MATLAB, SQL
Machine learning	PyTorch (MPS, ROCm, CUDA), Hugging Face Transformers, BasicSR/Spandrel, Qiskit
Tools and practice	Tauri, Svelte, JavaFX, FastAPI, Git, GitHub Actions (self-hosted runners), Docker, Ansible, Linux, macOS code signing and notarisation, pytest, JUnit 5, Vitest, ESP32/Arduino

LANGUAGES

German	native
English	C2, fluent
French	B2, good working knowledge

INTERESTS

Chess	tournament player, about 1800 (Chess.com)
Sports	fitness and swimming