Vincent Herrmann

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Lugano, Switzerland

EDUCATION	
 PhD in Artificial Intelligence The Swiss AI Lab IDSIA, University of Lugano Working on Artificial Curiosity, Representation Learning and Reinforcement Learning. Supervised by Prof. Dr. Jürgen Schmidhuber 	2020–2025 Lugano, Switzerland
 Master of Arts in Music Informatics University of Music Karlsruhe Grade: 1.2 	2017–2020 Karlsruhe, Germany
 Master of Music in Piano Performance University of Music and Performing Arts Stuttgart 1.0 with distinction (best possible grade) 	2017–2019 Stuttgart, Germany
 Bachelor of Music in Piano Performance and Composition University of Music and Performing Arts Stuttgart 1.0 with distinction (best possible grade) 	2010–2015 Stuttgart, Germany
Work Experience	
 Lecturer University of Music Karlsruhe Teaching courses on deep learning and generative modeling for music 	2022–Present Karlsruhe, Germany
 Lecturer University of Music and Performing Arts Stuttgart Teaching piano performance, substituting for Prof. Michael Hauber 	2021–2022 Stuttgart, Germany
 Master Student Bosch Center for Artificial Intelligence Research on generative models of symbolic music 	2019–2020 Renningen, Germany
 Research and Teaching Assistant University of Music Karlsruhe Teaching tutorials on music-related AI programming 	2018–2020 Karlsruhe, Germany
 Research Assistant University of Music and Performing Arts Karlsruhe Analyzing performance data from a computerized grand piano 	2016–2017 Stuttgart, Germany
• Freelance Work • Pianist, composer, arranger, and consultant for interactive live-electronic projects	2011–Present
Projects	
 Generative Transformer-based Models of Symbolic Polyphonic Music Master Thesis supervised by Prof. Dr. Christoph Seibert Grade: 1.0 	2020 Master Thesis
 Immersions - How Does Music Sound to Artificial Ears? Project that explores how music is perceived by AI systems Awarded Outstanding Demonstration Award at NeurIPS 2019 	2019

PUBLICATIONS (SELECTION)

- Vincent Herrmann, Róbert Csordás, Jürgen Schmidhuber (2025). Measuring In-Context Computation Complexity via Hidden State Prediction. In *ICLR 2025 Building Trust in LLMs Workshop* [Oral].
- Dylan R. Ashley*, Vincent Herrmann*, Zachary Friggstad, Jürgen Schmidhuber (2024). On the Distillation of Stories for Transferring Narrative Arcs in Collections of Independent Media. In *IEEE TPAMI*.
- Vincent Herrmann, Francesco Faccio, Jürgen Schmidhuber (2024). Learning useful representations of recurrent neural network weight matrices. In *ICML* 2024 [Oral].
- Vincent Herrmann, Louis Kirsch, Jürgen Schmidhuber (2023). Learning one abstract bit at a time through self-invented experiments encoded as neural networks. In *IWAI 2023* [Oral].
- Francesco Faccio*, Vincent Herrmann*, Aditya Ramesh, Louis Kirsch, Jürgen Schmidhuber (2023). Goal-Conditioned Generators of Deep Policies. In AAAI 2023 [Oral].
- Vincent Herrmann (2020). Visualizing and sonifying how an artificial ear hears music. In *PMLR post proceedings*, NeurIPS 2019.
- Vincent Herrmann (2019). Immersions How Does Music Sound to Artificial Ears?. In NeurIPS 2019 Machine Learning for Creativity and Design Workshop.
- Vincent Herrmann (2017). Wasserstein GAN and the Kantorovich-Rubinstein Duality. Blog post.
- Vincent Herrmann (2016). Wavelets From Filter Banks to the Dilation Equation. Published on *dsprelated.com*.
- Vincent Herrmann (2016). Wavelets Vanishing Moments and Spectral Factorization. Published on *dsprelated.com*.

* signifies shared first-authorship

HONORS AND AWARDS

• NeurIPS R0-FoMo Workshop Best Paper Award For "Mindstorms in natural language-based societies of mind"	2023
ICML Decision-aware RL Workshop Award	2022
For "Goal-Conditioned Generators of Deep Policies"	
KAUST Rising Stars	2022
Speaker at the first KAUST Rising Stars Symposium	
NeurIPS Outstanding Demonstration Award	2019
For "Immersions - How does Music sound to Artificial Ears?"	
 Finalist at the International Piano Competition Ferruccio Busoni, Bolzano 	2015

SKILLS

- Machine Learning Frameworks: PyTorch, jax
- Machine Learning Research: Experience with training and fine-tuning foundation models, reinforcement learning agents, running large scale experiments, mechanistic interpretability and advanced visualization techniques
- Programming Languages: Python, C, Swift, Max/MSP, PureData, JavaScript, Java
- Music Software: Logic Pro, Ableton Live, Finale, Dorico
- Other Tools: Adobe Photoshop, Illustrator, InDesign

LANGUAGES

German: Native English: Proficient Italian: Basic Latin, Ancient Greek: Rusty