

# Rasmus Bååth

## Data Science Manager

### Rasmus Bååth

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### About me

I am an experienced engineer and engineering manager with a strong understanding of the data science and AI fields. As a manager, I have led globally distributed teams, working hard to keep them aligned, productive, and focused on professional development. As an individual contributor, I have experience in statistical modeling, predictive machine learning, data engineering, and putting AI into production. I enjoy tough problems, motivated colleagues, and projects where I can take ownership and show commitment and passion.

### Experience



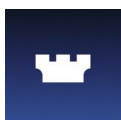
#### Senior Engineering Manager, Data Science and AI / Normative.io

March 2025 – Present, Malmö / Stockholm, Sweden

#### Engineering Manager, Data Science / Normative.io

Feb 2022 – March 2025, Malmö / Stockholm, Sweden

At Normative, I manage and work with three cross-functional, data-heavy teams, including our AI team. Our tech stack includes Python and TypeScript, data pipelining, backend services, as well as DevOps on AWS and MLOps on GCP. I also established the recruitment pipeline for data scientists and AI engineers, successfully hiring 11 engineers. I'm thrilled to be part of building the carbon accounting solution that helps companies like Hitachi, SEB, Vitamin Well, and Hertz measure and reduce their CO<sub>2</sub>e emissions.



#### Data Science Lead / Castle.io

Aug 2020 – Feb 2022, Malmö, Sweden

#### Principal Data Scientist / Castle.io

Aug 2019 - Aug 2020, Malmö, Sweden

As the first data scientist at Castle.io, a Y Combinator-backed startup, I had the opportunity to build the data infrastructure and data science team from the ground up. I recruited and managed a team of data scientists and backend developers located in Sweden, Poland, and San Francisco. I am proud of the effective AI-powered fraud detection service we have developed, which is now protecting companies such as Atlassian, Rockstar Games, and DataDog.



#### Senior Data Scientist, Team Manager / King entertainment (Activision/Blizzard)

Feb 2018 - Aug 2019, Malmö, Sweden

While working as a senior data scientist at King, I managed a team of five data scientists. I focused on ensuring that we applied appropriate statistical methods and tools, aligned our work with company priorities, and supported individual team members in their personal and career development. I also worked closely with senior management and product teams to provide them with the data-driven insights they needed to make informed business decisions.



#### Curriculum Lead / DataCamp

Aug 2017 - Feb 2018, New York, USA

Working closely with the VP of Product and the engineering team, I recruited and guided a team of over 30 data science contractors to build the curriculum for DataCamp's new notebook-based data science e-learning platform.



#### Data Scientist / King entertainment (Activision/Blizzard)

Feb 2016 - Aug 2017, Malmö, Sweden

As a data scientist at King, I worked with developers and stakeholders to apply AI and machine learning to increase the profitability of King's mobile games. I gained experience with the machine learning stacks in Python and R, Big Data technologies like Hive and Hadoop, and Google BigQuery and the Google Cloud Platform.

## Education



### PhD in Cognitive Science / Lund University

Sep 2010 - Jan 2016, Lund, Sweden

During my time at Lund University, I use a diverse set of statistical and machine learning methods to analyze behavioral data, with a special focus on Bayesian data analysis. As a researcher in cognitive science, I'm used to investigating and analyzing human behavior and being responsible for all parts of an experimental study: From conceiving the experimental design to analyzing the behavioral data and communicating and visualizing the results.



### Master in Computer Science / Lund University

### Bachelor in Computer Science / Lund University

Sep 2004 - Jul 2009, Lund, Sweden

During my bachelor's and master's, I studied software development, algorithms, and Artificial Intelligence. My master thesis focussed on prediction using neural networks.

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## Skills

**Languages:** Native Swedish. Fluent English.

**Tools:** python, R, ruby, SQL, javascript, stan, Spark, Snowflake, BigQuery, Hive, dbt, Terraform, Docker, HTML5, Linux, shell, git.

**Online services:** AWS, Google cloud, Jira, Slack, GitHub.

**Techniques:** Bayesian modeling, anomaly detection, neural networks, predictive machine learning, decision analysis, A/B testing, hypothesis testing, regression modeling, experimental design, interactive visualization, exploratory data analysis, data cleaning and management.

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## Publications

Publications are left upon request or can be found at <https://www.sumsar.net/research.html>

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## Personal

I live with my wife, my two sons, and a cat in Lund, a small university town in the south of Sweden. I'm active in the local data science and engineering community I'm an organizer of the Malmö Data Science and CopenhagenR meetup groups. When I'm not thinking about data I enjoy cooking dishes from places I haven't been to, playing music on instruments I'm not good at, and re-watching movies with my family.