

Andrew Farabow

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Education

Virginia Tech (2019 - present)

Major: General Engineering (Computer Science)

Relevant Courses: Data Structures, Intro to

Restricted Research, Discrete Math, Calculus 1-2

Gonzaga College High School (2015 - 2019)

GPA 3.98

Skills

Programming: Python, Java, Matlab

Frameworks: Numpy, PyTorch, OpenAI Gym, OpenCV, Pandas, Matplotlib

Other: neural networks, reinforcement learning, GANs, autoencoders, data analytics, Git, LaTeX, Agile development

Work Experience

Undergraduate Research Assistant - Virginia Tech

2019 - present

- Working for the Hume Center for National Security and Technology under Prof. Daniel Doyle to create and train convolutional neural networks for drone-mounted object detection and classification
- Working for the Center for Bioinspired Science and Technology under Prof. Rolf Mueller to interpret sonar data with deep learning

Machine Learning Engineer Intern - Decipher Technology Studios

2018 - present

- Working on a small team to develop Sense, a new product which provides deep reinforcement learning-powered predictive autoscaling for Decipher's Grey Matter service mesh
- Studied and implemented policy gradient, Q-Learning, and actor-critic approaches to deep reinforcement learning (DQN, DDPG, A2C, PPO, SAC, etc)
- Wrote a microservice environment simulator for offline training with another intern and created a rule-based autoscaler to jumpstart training via imitation learning.
- Configured and deployed demos to AWS and OpenShift for client meetings and industry conferences.
- Added recurrent and convolutional layers to the neural networks to better leverage time-series data
- Collected metrics using Prometheus and Gatling and tested various model architectures on the data
- Compared the performance of different configurations of Sense and kept detailed records of the results

Activities

VTHacks Organizing Team

2019 - present

- Reached out to potential corporate sponsors and faculty judges for Virginia Tech's hackathon

Stage Manager - Gonzaga Dramatic Association Stage Crew

2017 - 2019

- Led a team of over 20 students in the construction of a structure over 20 ft. wide and 8 ft. tall
- Called cues during shows, maintained safe working conditions and quickly diagnosed and fixed technical issues in a high-pressure environment

HackBI (Bishop Ireton High School Hackathon)

- Won best overall in a programming contest by writing an app that makes use of machine learning and computer vision techniques to interpret hand-written text
- Returned to HackBI in 2018 to mentor teams and teach deep learning concepts

Projects

Computable AI - co-author of a blog on machine learning, writing a Fundamentals of Deep RL series

Machine Learning Templates - flexible PyTorch implementations of a supervised learning neural network, autoencoder, GAN, and evolutionary algorithm designed for future machine learning projects

Grease Lights and Magic Mirror - coded and designed circuits for custom Arduino and Raspberry Pi-based lighting effects and optical illusions featured in high school theater productions