Andrew Farabow

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Education

Virginia Tech (expected grad 2023)
GPA: 3.24   B.S. in Computer Science w/ Stat minor
Elective Courses: Restricted Research, Mathematical
Statistics 1-2 (Probability and Inference), Intro to Data
Analytics and Visualization
Gonzaga College High School (2015 - 2019)
GPA 3.98

Skills

Programming: Python, C, Java, R, Matlab
Frameworks: PyTorch, Scikit-learn, Keras, Numpy,
OpenCV, Pandas, Matplotlib, RLLib, OpenAI Gym
Other: deep learning, recurrent and convolutional neural
networks, reinforcement learning, GANs, autoencoders,
data analytics, statistical learning, Linux, Git,
Kubernetes, LaTeX, Agile

Work Experience

Research Assistant - Sanghani Center (Virginia Tech)   **May. 2021 - present**

- Working with Prof. Naren Ramakrishnan's group to create an open-source library of epidemiological models for forecasting the COVID-19 pandemic and the seasonal flu.

Research Assistant - BIST (Virginia Tech)   **Nov. 2019 - present (school year)**

- Working on a Center for Bioinspired Science and Technology project led by Prof. Rolf Mueller involving the use of bat-inspired biomimetic sonar and deep learning for robotic navigation in forested environments.
- Helped develop a ConvNet-based algorithm to identify the position of the sonar sensor within a forest area

Research Assistant - Hume Center (Virginia Tech)   **Sept. 2019 - present (school year)**

- Applying reinforcement learning algoritthms to simulations designed to mimic defense systems as part of a Raytheon-Virginia Tech partnership.
- Previously designed and trained object-detecting convolutional neural network architectures, which achieved 97% accuracy on the classification phase of the Lockheed Martin AlphaPilot Dataset and were deployed to a drone's computer to aid in navigation

Machine Learning Engineer Intern - Decipher Technology Studios   **2018 - 2020 (summers)**

- Worked on a small team to develop Sense, a new product which provides deep reinforcement learning-powered predictive autoscaling for Decipher's service mesh platform
- Implemented a library of policy gradient, Q-Learning, and actor-critic approaches to deep reinforcement learning (DQN, DDPG, A2C, PPO, SAC, etc), as well as model improvements such as recurrent and convolutional layers, with PyTorch
- Wrote a microservice environment simulator for offline training with another intern and created a rule-based autoscaler to jumpstart training via imitation learning.
- Created infrastructure to deploy Sense as a service on Openshift and Elastic Kubernetes Service.

Activities

Judging Coordinator - VTHacks Organizing Team   **2019 - present**

- Responsible for recruiting faculty judges and managing judging logistics during the event.

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
- Quickly diagnosed and fixed technical issues in a high-pressure environment

Participant and Mentor - HackBI (Bishop Ireton High School Hackathon)   **2017 & 2018**

- 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