David Steinberg

david.isaac.steinberg@gmail.com

Professional Experience

Alignment Research Engineering Accelerator (ARENA) 4.0 (September 2024 – October 2024)
- Studied deep learning fundamentals, mechanistic interpretability, AI evals, and reinforcement learning
- Capstone project analyzed features that contribute to ChessGPT's internal representation of check

Independent AI study (September 2022-July 2024)
- Coursera courses on neural networks and reinforcement learning
- Spent time exploring using LLMs to solve math/logic problems on Kaggle, and other generative AI

SWE II at Google (Maps data quality) (April 2016-August 2019)
- Developed improved pipeline to process user reports on incorrect one-way road data, doubling efficiency
- Analyzed and researched potential improvements for road surface classification ML pipeline (and processes for adding new data); reduced resources required to run pipeline on new input by 90%
- Built and maintained pipeline to provide analytics teams with road data tables
- Added new navigation landmark data, and coordinated across teams to update the schema used to store it

Software Engineer at Skai (July 2013-June 2015)
- Skai's product was a data integration and analytics platform
- Developed and optimized platform-specific streaming data input tools using Flume and Spark
- Built customer-facing data manipulation and analysis API powered by Spark
- Extensive analytics work using Skai, SQL, Hadoop, and Mathematica, including primary responsibility for proof-of-concept analysis which convinced a client to choose our platform over a direct competitor

Competitive Gaming

Magic: The Gathering (Fall 2018-Fall 2021, full-time January 2020-May 2021)
- Top 8 at 2020 Mythic Invitational
- One of 32 players invited to 2020 season championship event (the Grand Finals)

Hearthstone (Fall 2014 – Fall 2018, full-time July 2015-April 2016)
- Multiple top finishes at major international tournaments, such as winning Dreamhack Austin 2017
- Developed software to analyze Hearthstone metagame and predict successful strategies; my algorithm was later used by top American Hearthstone teams (such as Tempo Storm) for tournament preparation

Competitive Chess (Fall 2009-Fall 2013)
- Achieved the rank of USCF Expert (top 5% of tournament players)

Education

Yale University, New Haven, CT (Class of 2013)
- Majors: Chemistry (Intensive B.S.) and Mathematics & Philosophy (B.A.)

Udacity, Coursera, and other online courses (June 2012-June 2014)
- Completed 20+ courses including Reinforcement Learning Specialization, Machine Learning, Algorithms I-II, Functional Programming, Introduction to Data Science, Mathematical Biostatistics I-II

Skills

- Programming languages: Python, Java, SQL
- Libraries, tools, source control, etc: PyTorch, Spark, MySQL, Git, Hadoop, Flume