KOREY MACVITTIE
SOFTWARE ENGINEER • DATA SCIENTIST • TEMPORAL LOGICIAN • DRUMMER
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OBJECTIVE

My ultimate goal is to pull forth thought from the void: it is my belief that strong AI is not only possible, but achievable within my lifetime. To that end, my overall emphasis is on machine learning, but I have studied other fields – such as cognitive science, psychology, economics, and neurobiology – to glean further insights into the nature of intelligence.

EXPERIENCE

SOFTWARE ENGINEER II • BARRIOS TECHNOLOGY • OCT 2015 – PRESENT

- As a software engineer working on a NASA contract at Marshall Space Flight Center in Huntsville, AL, my duties included the design, implementation, modification, and maintenance of telemetry software in support of both the International Space Station and Space Launch System projects, working primarily in C in a Linux environment, with some C# in Windows.

EDUCATION

M.S. DATA SCIENCE • SOUTHERN METHODIST UNIVERSITY • IN PROGRESS (EXPECTED AUG 2019)

- Specialization in Machine Learning
- Coursework in data analysis, statistical inference, database management, data mining, data and network security, machine learning (ML), and natural language processing (NPL); using Python, R, SAS, and SQL

B.S. COMPUTER SCIENCE • UNIVERSITY OF WISCONSIN – GREEN BAY • MAY 2015

- Coursework in software engineering, object-oriented design, data structures, project management, game engines, and artificial intelligence; using C, C++, and Java in a Windows environment
- Capstone essay titled "The Many-Minded Machine: A Multi-Agent Approach to Artificial Intelligence," synthesizing concepts from psychology, neurobiology, and computer science
- Wrote reinforcement-learning AIs in Java for maze solving and tic-tac-toe

B.S. PHILOSOPHY • UNIVERSITY OF WISCONSIN – GREEN BAY • MAY 2015

- Coursework in symbolic and temporal logic, epistemology, consciousness, metaphysics, and causality

TOOLS

C • Java • Python (2, 3; NumPy, pandas, scikit-learn) • R • SQL • C# • SAS • Linux (RHEL 5, RHEL 7) • Windows (7, 10) • Visual Studio • Eclipse • RStudio • Jupyter Notebook • MySQL • Unity • Git

PROJECTS & PUBLICATIONS

- Dungeon Mobs, a mod for *Minecraft* which adds a variety of hostile creatures, each with unique behavior; written in Java using Eclipse in a Windows environment
- *Steamworks: A Guide to Technology in Fantasy Settings*, a 180-page sourcebook for the d20 System, a tabletop roleplaying game