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github.com/jkelle

Josh Kelle

Education

The University of Texas, Austin
Overall GPA: 3.91
Bachelor of Science, Computer Science, Turing Scholars Honors   December 2015
Master of Science, Computer Science   May 2017

Technical Skills

Proficient in: Python, Java	**Tools:** Git, JIRA	
Comfortable with: C/C++, HiveQL	NumPy, SciPy, matplotlib	
Exposure to: R, MATLAB, HTML/CSS/JavaScript, SQL	Apache Hadoop, Apache Hive	

Research

Intelligent Feature Extraction for Egocentric Video Classification   Fall 2014 - present
- Working with Dr. Kristen Grauman to develop a thesis in the areas of computer vision and machine learning

Experience

Apple Inc., Applied Machine Learning, Intern (*Cupertino, CA*)   Summer 2015
- Improving product recommendations on the Apple Online Store

Applied Research Laboratories, Space & Geophysics Lab, Honors Scholar & Researcher (*Austin, TX*)   Summer 2013 – Spring 2015
- Implemented and evaluated new algorithms for modeling the ionosphere
- Analyzed large amounts of data from GPS satellites with an emphasis on data visualization

Apple Inc., iCloud Application Engineering, Intern (*Cupertino, CA*)   Summer 2014
- Designed and prototyped a cluster management system that auto-scales in response to resource demand
- Proposed new architecture for a specific application to make use of this new auto-scaling infrastructure

UT Engineering Department, Tutor (*Austin, TX*)   Spring 2013
- Selected by professor to tutor his Introduction to Chemical Engineering Analysis course
- Worked with students individually and in groups to assist with understanding abstract concepts

Institute for Advanced Technology, Science and Engineering Intern, Student Researcher (*Austin, TX*)   Summer 2011
- Studied and analyzed blast characteristics of electric arc discharges in air
- Presented formal, comprehensive report to panel of judges; awarded honorable mention

Projects

Fifteen Puzzle Game AI   Fall 2014
- Used multiple A* searches in serial to tackle enormous state space
- Compared different search strategies and methods of dividing the search into phases

The Pacman Projects, learn and implement fundamental Artificial Intelligence concepts   Spring 2014
- A*, minimax, expectimax search; reinforcement learning; classification; probabilistic inference
- Won first place in the Capture the Flag tournament among other honors AI students

PolyDrop, a game for the Leap Motion Controller that won first place in a hackathon competition   Spring 2014
- Players catch falling polygons and balance them on a platform controlled with their hand
- Has over 40,000 downloads on the Airspace App Store

LetterPress Game AI   Winter 2012
- Designed effective evaluation function to assign a value to any game state
- Graphically displays best possible game states one turn into the future

Physics Simulator, models gravitational motion and elastic collisions   Spring 2012
- User plays with gravity, modifying particles and gravitational fields with simple GUI
- Helps visualize conservation of momentum and the inverse square law

Awards

Winner of Compare Metrics/Leap Motion hackathon	2014
Honors Scholar of College of Natural Sciences	2013 - 2015
Honors Scholar of Cockrell School of Engineering	2013