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Josh Kelle

joshkelle.com
github.com/jkelle

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
Comfortable with: C/C++, HiveQL
Exposure to: R, MATLAB

Tools: Git, JIRA
NumPy, SciPy, matplotlib
Apache Hadoop, Apache Hive

Experience

Apple Inc., Applied Machine Learning, Intern (*Cupertino, CA*) — Summer 2015
- Using machine learning to improve product recommendations on the Apple Online Store
- Technologies: Hadoop, Hive, Python

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

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, 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

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

Selected Coursework

Honors Machine Learning and Vision — Fall 2015
Honors Statistics — Spring 2015
Honors Artificial Intelligence — Spring 2014

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