

Christian Kauten

Graduate Research Assistant at Auburn University
<https://kautenja.github.io>

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kautenja@auburn.edu

Education

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| Auburn University
<i>Ph.D. Software Engineering</i> | Auburn, AL
2017 - 2020 |
| Auburn University
<i>M.S. Software Engineering (Non-Thesis)</i> | Auburn, AL
2017 - 2019 |
| <ul style="list-style-type: none">– Committee: Prof. Xiao Qin (advisor), Prof. Ashish Gupta (advisor), Prof. Dean Hendrix– Emphasis on applications of artificial intelligence and data science | |
| Auburn University
<i>B.S. Software Engineering</i> | Auburn, AL
2013 - 2017 |
| <ul style="list-style-type: none">– Deans List: Fall 2016, Spring 2017 | |

Research Experience

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| Auburn University
<i>Research Assistant under Prof. Ashish Gupta</i> | Auburn, AL
2017-2020 |
| <ul style="list-style-type: none">– Used machine learning to model donor retention for Blood Centers of America (BCA)– Conducted DHS-funded research on financial sector vulnerability– Developed a deep learning-based intelligence augmentation system for autonomous vehicles | |

Publications

1. Christian Kauten, Ashish Gupta, Xiao Qin, Han Li, and David Bevly. A perception augmentation system for autonomous vehicles. In *Pre-ICIS SIGDSA Symposium on Decision Analytics Connecting People, Data, and Things*, San Francisco, CA, USA, December 2018.
2. Xiaopu Peng, Christian Kauten, Chaowei Zhang, Thomas Heckwolf, Jianzhou Mao, Taha Tekreeti, and Xiao Qin. REDUX: Managing renewable energy in data centers using distributed UPS systems. In *IEEE SmartCloud*, New York, USA, September 2018.

Presentations

- A Perception Augmentation System for Autonomous Vehicles**
- *2018 Pre-ICIS SIGDSA Symposium (Prototype Demonstration)* December, 2018
 - San Francisco, CA

Awards, Grants & Honors

Department of Homeland Security (DHS) Research Grant 2018
Woltosz Graduate Fellowship 2017-2020
Eagle Scout Award 2011

Selected Open Source Projects (<https://github.com/Kautenja>)

Super Mario Bros for Open AI Gym Python
A framework for training reinforcement learning agents to play Super Mario Bros. 2018
NESpy Emulation System Python, C++
A python interface for developing NES-based reinforcement learning environments. 2018

Skills

Numerical Analysis and Computer Science Computational Science, Algorithm Design & Analysis, Artificial Intelligence, Machine Learning, Parallel Programming, Distributed Systems, Data Structures

Software Engineering Test & Behavior Driven Development, Software Modeling, Debugging, Profiling, Code Optimization, Documentation, Source Control, Software Process

Programming Environments Python, C++, Swift, L^AT_EX, HTML, CSS, JavaScript

Technologies Keras, TensorFlow, CoreML, SciKit Learn