Christian Kauten

Graduate Research Assistant at Auburn University

https://kautenja.github.io

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kautenja@auburn.edu

Education

Auburn University — Auburn, AL
Ph.D. Software Engineering — *2017 – 2020*

Auburn University — Auburn, AL
M.S. Software Engineering (Non-Thesis) — *2017 – 2019*
- Committee: Prof. Xiao Qin (advisor), Prof. Ashish Gupta (advisor), Prof. Dean Hendrix
- Woltosz Fellow: 2017 – 2019

Auburn University — Auburn, AL
B.S. Software Engineering — *2013 – 2017*
- Deans List: Fall 2016, Spring 2017

Research Experience

Auburn University — Auburn, AL
Research Assistant under Prof. Ashish Gupta — *2017 – 2020*
- Used machine learning to model donor retention for a US Blood Center
- Conducted DHS–funded research on financial sector vulnerability
- Developed a deep learning–based intelligence augmentation system for autonoumous 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.

3. Chaowei Zhang, Ashish Gupta, Christian Kauten, Amit V. Deokar, and Xiao Qin. Detecting fake news for reducing misinformation risks using analytics approaches. *European Journal of Operational Research*, 2019.

Presentations

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

Awards, Grants & Honors

Woltosz Graduate Fellowship . . . . 2017 – 2020
Holy Innocents' Computer Science Award 2013
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   C++, Python
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 Optizization, Computer Architecture, Documentation, Source Control, Software Process

Programming Environments Python, C++, Swift, LaTeX, HTML, CSS, JavaScript

Technologies Keras, TensorFlow, CoreML, SciKit Learn, NumPy

Development Platforms Debian, RedHat, CentOS, iOS, Macos, Android