Christian Kauten

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

August 4, 2019 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 Prototype Demonstration San Francisco, CA 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 Al 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 Optizimation, Computer Architecture, Documentation, Source Control, Software Process

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

Technologies Keras, TensorFlow, CoreML, SciKit Learn, NumPy