Christian Kauten
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Graduate Research Assistant at Auburn University   kautenja@auburn.edu

https://kautenja.github.io

Education

Ph.D. Software Engineering	Auburn, AL
Auburn University	*2017 – 2020*
M.S. Software Engineering	Auburn, AL
Auburn University	*2017 – 2019*
B.S. Software Engineering	Auburn, AL
Auburn University	*2013 – 2017*

Research Experience

Research Assistant	Auburn, AL
Auburn University	*2017 – 2020*

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*
–	*2019 Auburn University Student Symposium*	Auburn, AL
	Poster Session	*April, 2019*

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 Optizimation, 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