Richard Boeri Decal

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Algorithms
Languages
Packages
Packages
Research

Misc.

Experienced in computational neuroscience, biochemistry, and genetics research. I am co-author on several peer-reviewed publications.

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Projects

Solving CartPole

• I solved CartPole, a continuous classic control video game, using reinforcement learning and policy gradients.

Predicting Californian Incomes

• Data analysis of the California census data to predict incomes of individuals based on 14 characteristics using feature engineering, support vector machines, and cross-validation.

Roboskeeter

- Researching how mosquitos track heat in turbulent environments while seeking blood.
- Created mathematical models of decision-making using windtunnel experimental data.
- This research is on-going. I am collaborating on a manuscript for peer-review.

Experience

Research Assistant Seattle, WA Fairhall Lab, Dept. of Biophysics, Uni. of Washington 2014 \rightarrow 2016

- Responsible for simulating experiments (data munging, design, coding, visualization, analysis).
- Learned concepts in neuronal dynamics which are relevant to artificial deep neural networks.

Education

M.S. Data Science, New College of Florida. Expected 2019.

Artificial Intelligence Engineer Nanodegree, Udacity & Kaggle

B.A., Chemistry/Biology (Honors), New College of Florida

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