

# Ariel Kwiatkowski, PhD

*Experienced researcher and engineer specializing in Reinforcement Learning and LLMs*

Paris, France — ariel.j.kwiatkowski@gmail.com — +33 6 71 69 98 29 — github.com/redtachyon —  
redtachyon.me Google Scholar: <https://scholar.google.com/citations?user=xkhji7MAAAAJ>

## EXPERIENCE

---

### Research Engineer (technical lead - reasoning team)

*Meta AI (FAIR)*

Paris, France

09/2024 - Present

- Serve as the technical lead for the reasoning team, owning the core codebase and the engineering roadmap.
- Implemented one of the earliest public versions of GRPO (RL on LLMs), which was merged into the library torchtune. This implementation became a backbone for a large scale effort to build a highly-optimized async RL engine that involved approximately 20 engineers from other teams.
- Developed and evaluated novel RL algorithms that use a controllable amount of test-time compute.
- Orchestrated computational workflows across hundreds of GPUs for high-performance LLM training.
- Mentored a group of interns, managing their contributions to the core codebase.

### AI Researcher (RL)

*AI Redefined (acquired by Bentley Systems)*

Paris, France

10/2023 - 08/2024

- Designed and developed Cogment Lab, an open-source library for human-in-the-loop RL.
- Created a human-in-the-loop RL system for operating energy grids
- Developed a prototype interface that uses an LLM to convert natural language instructions into RL actions

### Lead Developer

*Farama Foundation*

Remote

2022 - 2024

- Open source developer, maintainer of Gymnasium (previously OpenAI Gym), contributor to other key RL software
- Made high-level design decisions for Gymnasium, guiding the library's direction.
- Implemented and reviewed crucial parts of new and legacy code.
- Delegated tasks to volunteers and coordinated their work.

### Early Stage Researcher

*École Polytechnique*

Paris, France

10/2020 - 10/2023

Doctoral candidate funded by the CLIPE ITN grant

- Created an RL crowd simulation setup powered, including the underlying simulation and the learning code.
- Produced research papers published in peer-reviewed conferences and journals.
- Advised the development of a student's Bachelor's thesis.

## EDUCATION

---

### École Polytechnique

2020 – 2023

PhD, Computer Science

Thesis: Simulating crowds with reinforcement learning

*Supervisors: Marie-Paule Cani, Julien Pettré, Vicky Kalogeiton*

Included exchanges at Ubisoft La Forge, TCD, KTH

### KTH Royal Institute of Technology, Aalto University

2018 – 2020

M.Sc. Autonomous Systems, AI & Robotics

Double degree via EIT Digital

Thesis: Improving Ad-Hoc Cooperation in Multiagent Reinforcement Learning via Skill Modeling

*Supervisors: Alexander Ilin, Antti Keurulainen*

### University of Warsaw

2015 – 2018

B.Sc. Physics, Individual Track

Thesis: High frequency airborne temperature measurements analyzed with AI techniques

*Supervisor: Szymon Malinowski*

## SKILLS

---

- **Human languages:** English (fluent), Polish (native), French (intermediate)
- **Programming languages:** Python, Rust, C#, SQL, many others casually
- **Libraries:** PyTorch, NumPy, Pandas, Jax, Transformers, Unity, Flask, Pytest, Pytype, torchtune, torchtitan
- **Domains:** Reinforcement Learning, Data Analysis, Machine Learning, Neural Networks, Scientific Writing, Open-Source Development, Collaboration, Natural Language Processing

## SELECTED PUBLICATIONS

---

- PILAF: Optimal Human Preference Sampling for Reward Modeling** 2025  
Y. Feng, [A. Kwiatkowski](#), K. Zheng, J. Kempe, Y. Duan  
*ICML 2025*
- Gymnasium: A standard interface for reinforcement learning environments** 2024  
[A. Kwiatkowski](#), M. Towers, JK. Terry et al.  
*Under Review at NeurIPS 2025*
- Reward Function Design for Crowd Simulation via Reinforcement Learning** 2023  
[A. Kwiatkowski](#), V. Kalogeiton, J. Pettr , M-P. Cani  
*MIG 2023*
- Understanding reinforcement learned crowds** 2022  
[A. Kwiatkowski](#), V. Kalogeiton, J. Pettr , M-P. Cani  
*Computers & Graphics (MIG 2022)*
- A Survey on Reinforcement Learning Methods in Character Animation** 2022  
[A. Kwiatkowski](#), E. Alvarado, V. Kalogeiton, CK Liu, J. Pettr , M. van de Panne, M-P. Cani  
*Computer Graphics Forum (Eurographics 2022)*
- UGAE: A Novel Approach to Non-exponential Discounting** 2022  
[A. Kwiatkowski](#), V. Kalogeiton, J. Pettr , M-P. Cani  
*arXiv*