Ariel Kwiatkowski, PhD

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EXPERIENCE

AI Researcher (RL)

AI Redefined

Paris, France
10/2023 - Ongoing

- 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 (volunteer)

Remote

Farama Foundation

01/2022 - Ongoing

Open source developer, maintainer of Gymnasium (previously OpenAI Gym), contributor to other key RL software

- Made high-level design decisions for Gymnasium, notably the new vector API which improves environment speed by up to 1000x in certain cases.
- Implemented and reviewed crucial parts of new and legacy code.
- Delegated tasks to volunteers and coordinated their work.

Early Stage Researcher

Paris, France

École Polytechnique

10/2020 - 10/2023

Doctoral candidate funded by the CLIPE ITN grant

- Created a crowd simulation setup powered by reinforcement learning, 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.

Research Assistant
Bitville Oy
09/2019 - 07/2020

Research in association with the Probabilistic Machine Learning group at Aalto University

- Built a multi-agent reinforcement learning environment in pycolab.
- Implemented a reinforcement learning Theory of Mind module.
- This work resulted in my Master's thesis and a peer-reviewed publication.

Machine Learning Engineer

Remote

Worklytics

03/2018 - 12/2018

Freelance contract work via SharpestMinds

- Implemented an ML algorithm for employee retention prediction.
- Developed a method to interpret model predictions.
- Implemented a calibration method to estimate the certainty of a model.

Other & Internships Details available on LinkedIn.

- Visiting Researcher TCD, Dublin, Ireland 2023
- $\bullet\,$ Visiting Researcher KTH, Stockholm, Sweden 2022
- $\bullet\,$ Visiting Researcher Ubisoft La Forge, Bordeaux, France 2021
- Data Scientist I CodiLime, Warsaw, Poland Summer 2017
- Deep Learning Intern SeerIT, Warsaw, Poland Summer 2016

EDUCATION

École Polytechnique 2020 – 2023

PhD, Computer Science

Thesis: Simulating crowds with reinforcement learning

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

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)
- \bullet Programming languages: Python, Rust, C#, SQL
- Libraries: PyTorch, NumPy, Pandas, Jax, Transformers, Unity, ML-Agents, Flask, Pytest, Pytype
- **Domains:** Reinforcement Learning, Data Analysis, Machine Learning, Neural Networks, Scientific Writing, Open-Source Development, Collaboration, Natural Language Processing

SELECTED PUBLICATIONS

Reward Function Design for Crowd Simulation via Reinforcement Learning A. Kwiatkowski, V. Kalogeiton, J. Pettré, M-P. Cani	2023
MIG 2023	
Understanding reinforcement learned crowds	2022
A. Kwiatkowski, V. Kalogeiton, J. Pettré, 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. Pettré, M. van de Panne, M-P. Cani	
Computer Graphics Forum (Eurographics 2022)	
UGAE: A Novel Approach to Non-exponential Discounting	2023
A. Kwiatkowski, V. Kalogeiton, J. Pettré, M-P. Cani	
$arXiv\ (preprint)$	