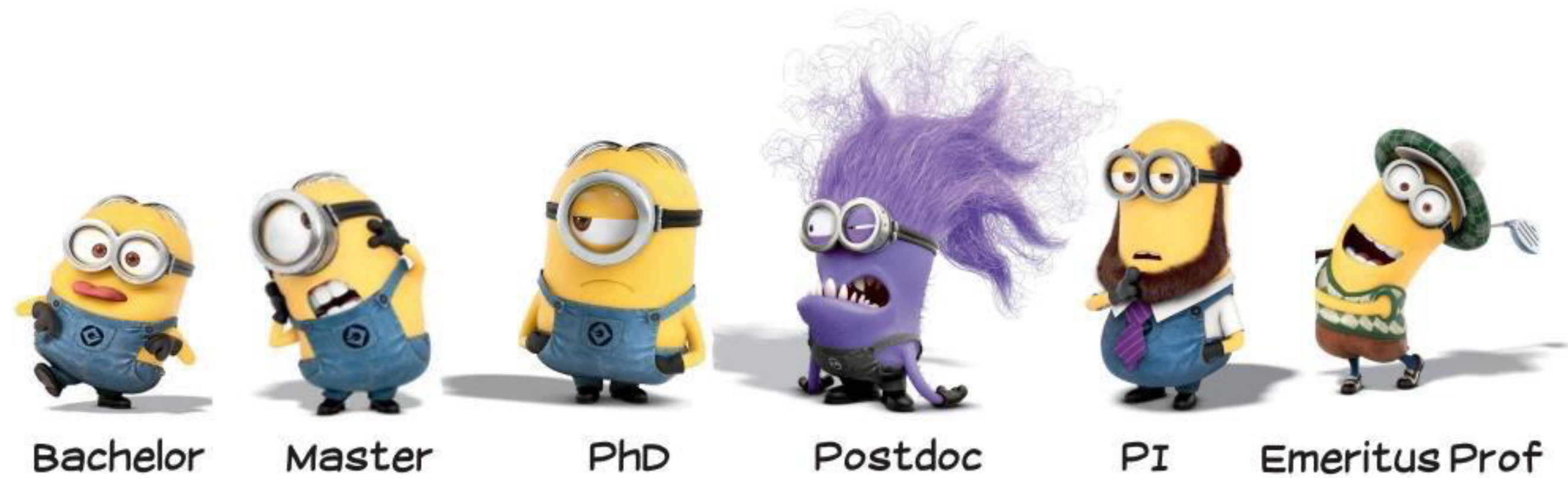


Life after Ph.D.

Academia

Sam Devlin



Life after Ph.D.

Academia

Sam Devlin

Disclaimer: Your Mileage May Vary

Life before Ph.D.

- **2004–09** Computer Systems and Software Engineering (MEng)
- Industry Experience
 - **2006–07** Research Associate - BAE System
 - **2008** Technology Summer Analyst - Morgan Stanley
 - **2009** Google Summer of Code

Ph.D.

2009-2013

Potential-Based Reward Shaping for
Knowledge-Based, Multi-Agent
Reinforcement Learning



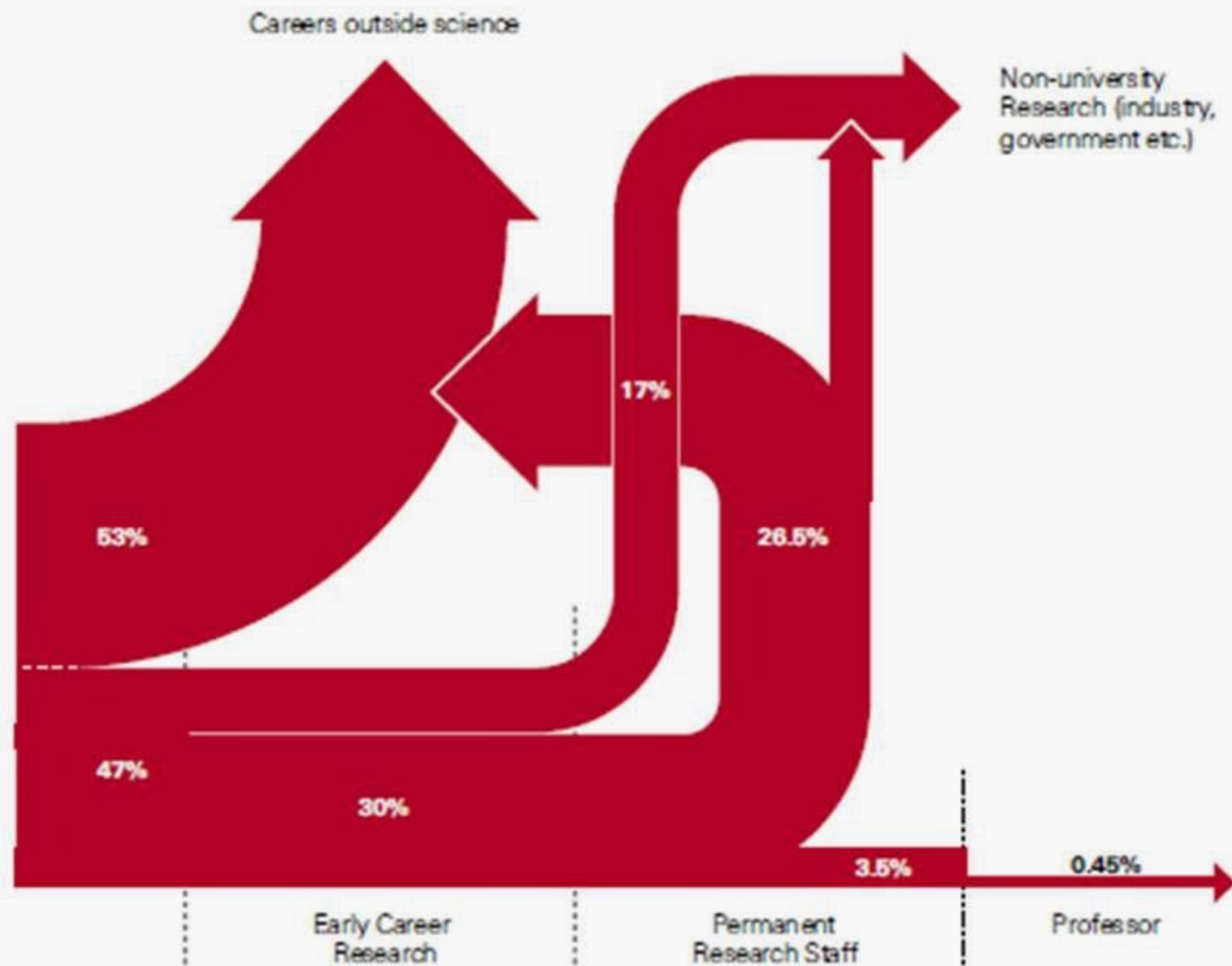
Supervised by Daniel Kudenko

We made it!

Graduation July 2014



PhD



Ph.D. to Post Doc Transition

- **June - September 2012** Google Summer of Code
- **October 2012 - February 2013** Ph.D. Funding Extension
- **March - July 2013** Internal Software Engineer role
Funded by Strategic Learning and Teaching Panel
- **August - October 2013** Research Visit to Oregon State University
Funded by Santander International Connections Award
- **October 2013** Started 3 year Research Associate role on NEMOG

Ph.D. to Post Doc Transition

- **October 2012 - June 2013** 4 Failed Funding Applications
 - 2 EU Projects, 1 EPSRC + 1 Fellowship Application
- **AAMAS 2013** Told Everyone Who Would Listen
 - 2 Post Doc Offers, 1 Invitation, 1 Job Offer

What I Do Now...



Cass Business School
CITY UNIVERSITY LONDON



Durham
University
Business School



UNIVERSITY
Newcastle Business School

UNIVERSITY *of York*

October 2013-2016

Research Associate in Game Data Mining and Analytics

The First 3 Months

- Special Issue Journal Paper:

Cowling P.I., Devlin S., Powley E., Whitehouse D. and Rollason J.:
Player Preference and Style in a Leading Mobile Card Game. In
IEEE Transactions on Computational Intelligence and AI in Games

- Talk at Gamification in the Events Industry Workshop
- Internal Project Kickoff Meetings
- My Viva and Minor Corrections

Talks

- Conferences & Workshops
- Industry Events
- Invited Talks
 - Game Data Hackathon - June 2015
 - Digital Catapult - February 2015
 - Microsoft Research Cambridge - July 2014
 - The York Management School - March 2014 & 2015
 - Informa Gamification in the Events Industry Workshop - December 2013

Program Committee

- During the PhD: A few workshop committees and sub-reviewing
- During the Post Doc:
 - More workshop committee requests
 - Program committee member for 3 major conferences
 - Reviewer for 3 journals

Grant Writing

- During the PhD: Helped write sections for grants I was named on
- During the Post Doc:
 - Still help write sections for grants I am named on
 - Lead York's involvement in a ~ £700k Innovate UK bid

Teaching

- ARIN: 6 Lectures, 2 Practical Classes, 1/3 Exam + Marking
- Undergraduate Project Supervision
- (Unofficially) Co-supervise a PhD student
- Pastoral Supervisor for the YCCSA Summer School

Events

- NEMOG Project Launch
- NEMOG Annual Symposium
- 2x Game Jams
- Student Showcase
(June 2nd - Ron Cooke Hub - Come Along!)

Competitions

- Lead two competitions for NEMOG:
 - **2014:** 2x£100 for best game concept
 - **2014-2015:** 2x£10,000 to seed fund development

Working with Industry



Why did I choose academia?

- **Interesting Work**
- Convenient location
- Friendly people

What's different?

- Team to discuss ideas with
- ~~Less time to teach and learn~~
- ~~Well defined goals and timeframes~~
- More money ~~and free time~~
- ~~Less travel~~
- ~~Clear and~~ vocal stakeholders
- Strict ~~technology and~~ legal restrictions
- Performance management
- ~~Rapid progression~~
- Easier access to resources

What's different?

The Ph.D. taught me how to do research

The Post Doc is teaching me how to be an academic