

Connor Yates

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EDUCATION

Ph.D. Student in robotics
2017 - Present
Expected Graduation June, 2022

Oregon State University, Corvallis OR 97331
Advised by Kagan Tumer. Researching methods for introspection and intent reasoning in multiagent systems.

Honors B.S., *magna cum laude*
2017

Oregon State University, Corvallis OR 97331
Honors Bachelor of Science in Computer Science, College of Engineering and Honors College, 3.84 GPA

SKILLS AND INTERESTS

- Research involving neural networks, machine learning, reinforcement learning, and evolutionary learning techniques
- Interested in solving distributed optimization, multirobot control problems, and robotics problems in the real world
- In-depth knowledge and experience with GNU/Linux, Python, C/C++, L^AT_EX, Git, and ROS

TEACHING

Intelligent Robotics ROB 456
Teaching Assistant Fall 2017

- Taught modern algorithms and tools for robotics development and deployment like Bayes rule, SLAM, A*, and ROS.
- Helped debug programs interfacing with ROS.

Introduction to Computer Science CS 160, CS 161, CS 162
Teaching Assistant 2014-2015 & 2015-2016 Academic Years

- Lead laboratory sections in teams of 3 TA's.
- Taught fundamental programming concepts like memory and pointers, functions, and recursion in Python, C, and C++.

WORK EXPERIENCE

OSU Autonomous Agents and Distributed Intelligence Laboratory Corvallis, OR
Undergraduate Research Assistant February 2015 – June 2017

- Collaborated with other student researchers from around the country on novel research on incorporating others' intent into the perceived decision-making state
- Researched methods for reinforcement learning in tightly coupled multiagent domains
- Created optimal control policies through a combination of standard neuro-evolutionary methods and hierarchical decision making

Chick Tech Corvallis, OR
Workshop Lead Volunteer August 2014, September 2015

- Developed a curriculum for a weekend workshop on game development with a team of volunteers
- Taught the weekend workshop to high school girls to encourage their interest in STEM fields

OSU CARVE Lab Corvallis, OR
Simulation Developer March 2014 – September 2014

- Worked with a team of psychologists to create virtually simulated testing environments for experiments
- Designed, programmed, and debugged a testing environment to the standards of the experiment design
- Created virtual testing environments using Python and the Vizard Virtual Reality libraries for Spectroscopic Head-Mounted Displays Simulations

ACHIEVEMENTS AND AWARDS

OSU Academic Achievement Award
Leo Adler Scholarship

OSU Dean's Engineering Scholarship
Oregon State University Honor Roll