Free Cloud Backups / Full-Stack Software Developer Free Cloud Backups / Full-Stack Software Developer Free Cloud Backups / Full-Stack Software Developer Scotts Valley, CA Work Experience Free Cloud Backups / Full-Stack Software Developer Applied Engineering / Material Management - Campbell, CA 2017 to 2018 Campbell, CA Collaborated with engineers to provide them with the needed hardware components for robotic assembly and manufacturing. Free Cloud Backups / Full-Stack Software Developer Friend Locator / Front-End Software Developer Santa Cruz, CA 2016 to 2017 Santa Cruz, CA Used Java with Swing and AWT to create a streamlined, user friendly interface for a cross-platform distributed data storage application that allows companies to use extra memory as a private cloud. Agile development approach (scrum). Friend Locator / Front-End Software Developer Lead Front-End development team Santa Cruz, CA 2016 to 2016 for an IOS and Android social media app that connects friends through their location. Used React Native and MongoDB. Agile development approach (scrum). Software Engineer Climb and Seek - Scotts Valley, CA 2015 to 2016 Created multiple web crawlers that scraped data for 77000+ rock climbing locations in the US. Uses Python and Scrapy for the data aggregation pipeline, and a MySQL datacenter. Lead UCSC Game Development - Santa Cruz, CA 2014 to 2016 for 3D modeling and animation on two year-long game development teams, the larger with fourteen developers. The development cycle focused on agile methodologies and utilized the scrum framework. Asynchronous Advantage Actor Critic / Python, Tensorflow RECOGNITION - Santa Cruz, CA 2014 to 2016 Santa Cruz, CA Horror Stories won a year long contest, beating over twenty other teams. Eye of the Giant was nominated for best visual art, peer choice, and greatest technical achievement awards.   PAPER CycleGAN / Python, Tensorflow IMPLEMENTATIONS arXiv:1703.10593v4 * In-depth descriptions below Forget gated Peephole LSTM / Python, PyTorch arXiv:1503.04069v1 Proximal Policy Optimization / Python, Tensorflow arXiv:1707.06347v2 Asynchronous Advantage Actor Critic / Python, Tensorflow arXiv:1602.01783v2 Adam Optimizer / Python, PyTorch arXiv:1412.6980v9 Deep Q-Network / Python, Tensorflow arXiv:1312.5602v1 PAPER DESCRIPTIONS CycleGAN / Python, Tensorflow arXiv:1703.10593v4 Performs image-to-image translation in an semi-unsupervised manner: given two unpaired datasets, the model can transform

pictures of horses to zebras, apples to oranges, or paintings to real-life. Learns to map back and forth between two domains. Forget gated Peephole LSTM / Python, PyTorch arXiv:1503.04069v1 Used pytorch to develop a text generator that reflects style of input corpus. Learns long term dependencies by adding or removing information based on previous data. Proximal Policy Optimization / Python, Tensorflow arXiv:1707.06347v2 Learns to perform a task optimally in a 2D or 3D environment, this algorithm replaced both Trust Region Policy Optimization and Asynchronous Advantage Actor Critic. Leverages distributed training and is highly scalable. A modified version of this algorithm was used for the OpenAI Five Dota 2 agents. Asynchronous Advantage Actor Critic / Python, Tensorflow arXiv:1602.01783v2 This is the precursor to Proximal Policy optimization; the algorithm leverages a distributed, semi-scalable model framework to solve tasks in 2D or 3D environments. Adam Optimizer / Python, PyTorch arXiv:1412.6980v9 A first-order gradient-based optimizer for stochastic objective functions. Deep Q-Network / Python, Tensorflow arXiv:1312.5602v1 The first major success of deep reinforcement learning, this learns a task by observing raw pixel input. Education B.S. in Computer Science University of California Santa Cruz - Santa Cruz, CA Links http://github.com/k-danna

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