

Adam Sigal

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EDUCATION

Master's of Electrical and Computer Engineering – ML, Robotics

Sep '20 - present

Mila (Quebec Artificial Intelligence Institute) / McGill University

Project: **Crowd-Aware Robot Social Navigation**

Using attention-based DRL framework to learn robot navigation policy accounting for social conventions and efficiency.

Bachelor's of Computer Science

May '19

University of Montreal



EXPERIENCE

[mgmtconfig](#) (2.6k★; Open Source Configuration Management tool)

Remote

Project: Next generation automation tool with fast, modern, distributed systems approach

Jan. '19 - Nov. '20

Expanded software infrastructure and functionality

Learned best practices for remote workflows on a large-scale project

Golang, Bash

Loto-Quebec

Montreal, Canada

Project: DevOps – Modernisation of development and deployment environments and workflows

May '19 - Aug. '19

Migration of Puppet and Ansible to most recent versions across ~100 company servers

Bash, GitLab CI, Docker, Ansible, Puppet, Jenkins

Mila – Quebec Artificial Intelligence Institute

Montreal, Canada

Project: [Duckietown](#) Educational Platform – [AI Gym simulator](#) (400★)

May '18 - Aug. '18

Developed heuristics-based procedural "town" generator, a key component for "AI Driving

Olympics" Competition at NeurIPS and ICRA; named author in [announcement paper](#)

Python



AWARDS

2020-22 Fonds de Recherche – Nature et Technologies

Quebec Government Graduate Research Grant

2018 IVADO UROP Scholarship

IVADO Funding Program for Undergraduate Research

2017 Dean's List - Note of Excellence

University of Montreal

2014 Queen's University Excellence Scholarship

Queen's University

2014 Alberta Rutherford Scholarship for Academic Excellence

Alberta Ministry of Education



PROJECTS

Effects of Uncertainty Measures on Bayesian SegNet

Fall '21

Reproduced Bayesian SegNet (Kendall et al., 2019) and compared performance when using different uncertainty measures.

Addressing imPAIRED Observations

Winter '21

Trained RL game-playing agent against an adversarial environment. Explored effects of allowing adversary to modify game settings and observation domain of agent.

Is LESS More? Applying Advances in Models of Human Behavior to "Snake"

Winter '21

Applied probabilistic human-robot interaction behavior model LESS to "Snake" game to emulate human path planning.



SOFTWARE

Languages / Tools: Python, Java, PyTorch, Linux, Git, Bash, SQL, Docker

Skills: Machine / Deep Learning, Robotics, Computer Vision, Reinforcement Learning, Software Engineering



RELEVANT COURSEWORK

Deep Learning, Machine Learning, AI, Robotics, Robot Learning, Statistical Computer Vision, Databases, Math. Analysis, AI Ethics, Game Theory, Data Structures & Algorithms, Software Engineering, Software Design, Neuroscience