

Ph.D. Christian **Arzate Cruz**

PH.D. COMPUTER SCIENCE

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Education

Ph.D. in Computer Science

Estado de México, México

TEC DE MONTERREY

2013 - 2018

- Thesis: HRLB²: A Game AI Architecture For Believable Bots That Unifies the Elements of Flow and Reinforcement Learning
- Thesis Advisor: Jorge Adolfo Ramirez Uresti
- Description: My work is aimed towards maximizing the player's enjoyment through artificial intelligence techniques in real-time. Specifically, my thesis' main objective was to create non-player characters that behave in a human-like manner. Our approach to achieve this goal is based on reinforcement learning techniques.

M.Sc. in Computer Science

Estado de México, México

TEC DE MONTERREY

2010 - 2011

- Graduated with honors
- Thesis: Body Part Detection Using a Low Cost Depth Camera
- Thesis Advisor: Isaac Rudimín Goldberg
- Description: The main objective of my dissertation was to design and implement real-time algorithms to detect body parts using the Kinect depth camera. Our algorithms make use of parallel computing – they were coded in the GPU (CUDA). The principal application of the proposed algorithms was the generation of human-like crowd behaviors.

B.Sc. Mechatronics Engineering

Estado de México, México

TEC DE MONTERREY

2004 - 2009

- Graduated with honors
- Specialization: Automotive engineering
- Description: For my specialization in automotive engineering, I took courses of mechanical vibrations and the finite element method.

Research Experience

Project Researcher

Tokyo, Japan

THE UNIVERSITY OF TOKYO

2019 - present

- Takeo Igarashi Laboratory
- Description: My research currently focuses on creating aligned agent behaviors. One open challenge in this research area is creating effective communication channels between the agent and the user. From the user agent, this channel has to enable it to explain its decision procedure to the user. From the user standpoint, communication has to provide her with the tools to give precise feedback to the agent. I, and my collaborators at the Igarashi Lab, tackle this challenge by designing human-computer interaction methods that minimize the needed human feedback, and reinforcement learning based agents that explain their thinking process.

Professional Experience

Research Assistant

California, USA

HEWLETT PACKARD LABS

2012 - 2013

- Laboratory: Mobile and Immersive Experiences
- Description: I developed artificial vision based technologies aimed to improve the man-machine interaction of Hewlett-Packard systems for the visualization of data on 3D displays in real-time.
- Computer vision: I designed and implemented a real-time camera calibration system for arrays of projectors. This calibration system facilitates the constructions of more precise panoramas.
- Computer graphics: I ported a multimedia engine to OpenGL. This engine was mainly used for creating 3D environments for stereoscopic displays. Additionally, I implemented a 3D engine aimed to visualize and manipulate big data sets of social networks.
- Man-machine interaction: I participated in the design and implementation of a gesture based interface using the Leap Motion depth camera.

Honours & Awards

COMECYT	Studies Financial Support , living expenses support throughout the duration of Ph.D. studies.	2017 - 2018
Tec de Monterrey	Tuition Scholarship , full tuition support as a student of Ph.D. program in Computer Science.	2013 - 2018
CONACYT	National Studies Financial Support , living expenses support throughout the duration of Ph.D. studies.	2013 - 2016
Tec de Monterrey	Honors , graduated with honors from M.Sc. in Computer Science	2011
Tec de Monterrey	Honors , graduated with honors from B.Sc. in Mechatronics Engineering	2009

Teaching Experience

Part-Time Faculty Member

Estado de México, México

UNIVERSIDAD MEXICANA DE INNOVACIÓN EN NEGOCIOS

2016

- Teacher of undergraduate students on *operating systems* and *computational architecture* courses.

Selected Publications

2021	Interactive Explanations: Diagnosis and Repair of Reinforcement Learning Based Agent Behaviors , Christian Arzate Cruz, and Takeo Igarashi. In the IEEE Conference on Games (CoG).	Conference
2020	MarioMix: Creating Aligned Playstyles for Bots with Interactive Reinforcement Learning , Christian Arzate Cruz, and Takeo Igarashi. In Extended Abstracts of the Annual Symposium on Computer-Human Interaction in Play (CHI Play).	Conference
2020	A Survey on Interactive Reinforcement Learning: Design Principles and Open Challenges , Christian Arzate Cruz, and Takeo Igarashi. Designing Interactive Systems Conference (DIS).	Conference
2018	HRLB²: A Reinforcement Learning Based Framework for Believable Bots , Christian Arzate Cruz and Jorge Adolfo Ramirez Uresti. Applied Sciences (MDPI).	Journal
2017	Player-centered game AI from a flow perspective: Towards a better understanding of past trends and future directions , Christian Arzate Cruz and Jorge Adolfo Ramirez Uresti. Entertainment Computing.	Journal

Reviewer

PC member	IEEE Conference on Games (CoG).	Conference
Reviewer	IEEE Transactions on Games (ToG), Elsevier Entertainment Computing, Springer 3D Research.	Journal
Reviewer	The ACM Symposium on User Interface Software and Technology (UIST), IEEE Conference on Games (CoG).	Conference

Technical Skills

PROGRAMMING SKILLS

- My background includes parallel computing and, data-driven programming techniques. My main programming languages are: **C**, **C++**, **CUDA**, **OpenCL**, **Matlab**, and **Java**. Furthermore, since my work focus on computer graphics and game AI, I have experience in the next programming libraries: **OpenGL** and **OpenCV**.

LANGUAGES

- English
- Spanish
- Japanese (basic level)