Cameron Angliss

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Education

The University of Texas at Austin August 2023 – Present

Master of Science - Computer Science - GPA: 3.89 *Austin, TX*

- Courses: Parallel Systems (Fall 2025), Programming Languages, Reinforcement Learning, Machine Learning (Fall 2025), Deep Learning, Optimization, Quantum Computing, Automated Logical Reasoning, Master's Thesis

Connecticut College August 2018 – May 2022

Bachelor of Arts - Majors: Computer Science, Mathematics, Physics - GPA: 3.99 *New London, CT*

- CS Courses: Data Structures, Algorithms, Computer Organization, Operating Systems, Robotics, AI, Honors Thesis
- Math Courses: Calculus 1-4, Linear Algebra, Real Analysis, Complex Analysis, Abstract Algebra, Topology
- Physics Courses: Experimental Physics, Classical Mechanics, Electromagnetic Theory, Quantum Mechanics

Experience

Embedded Software Engineer May 2024 – March 2025

Anduril Industries *Costa Mesa, CA*

- Developed Haskell software for Pulsar, a next-gen family of EW systems that defend against unmanned aerial threats
- Led development for a multi-million dollar contract to dramatically expand the customer base of Pulsar products
- Showcased capabilities to prospective customers at multiple high-profile demos, sometimes requiring inter-state travel
- Obtained secret clearance, completed thorough background investigation and compliance with security protocols

Software Engineer June 2022 – July 2023

ThayerMahan, Inc *Groton, CT*

- Developed data visualization website, allowing Navy employees to analyze data collected via autonomous boats
- Migrated 1000's of lines of JavaScript to TypeScript under Angular framework, reduced 5+ years worth of tech-debt
- Drove improvements in frontend visualizations, focusing on user experience and effective data representation

DevOps Engineer Intern May 2021 – August 2021

Nuance Communications, Inc *Birmingham, MA*

- Accepted internship in elite cloud computing infrastructure team, noticed team's low security score of 20%
- Proposed revisions to dozens of Docker, Kubernetes, and Python files, eliminated 20+ security vulnerabilities
- Fortified team's security score from 20% to 75%, braced team's infrastructure for the 2022 Microsoft acquisition

Projects

VGC-Bench (Master's Thesis) | *Python, Pytorch, Stable-Baselines3, RLlib* May 2024 – Present

- Developed a benchmark suite for training and evaluating AI agents in the setting of competitive Pokémon battles
- Investigated performance of PPO algorithm paired with transformer-based neural networks and several PSRO algorithms
- Strongest agent won a game against a professional VGC competitor who has competed at the VGC World Championships
- Authored paper VGC-Bench: A Benchmark for Generalizing Across Diverse Team Strategies in Competitive Pokémon

Poké-env | *Python, PettingZoo, Gymnasium* July 2023 – Present

- Merged 30+ pull requests into Poké-env, a popular open-source library used for developing Pokémon AI agents
- Implemented migration to PettingZoo-based environments, enabling research in multi-agent reinforcement learning
- Extended library to support training AI in double battles, opening new avenues of research in AI for competitive Pokémon
- Added types throughout codebase and modernized packaging, greatly improving usability and maintainability

Undergraduate Research in Genetic Algorithms and Robotics | *Haskell* August 2020 – February 2023

- Assembled 6 parallel genetic algorithms to evolve teams of neural network agents to generate optimal hexapod gaits
- Utilized math and physics knowledge to design custom simulation, achieved sub-0.1s testing times per hexapod
- Published results as primary author, delivered presentation at ICAART 2023 conference in Lisbon, Portugal

Technical Skills

Languages: Python/Mojo, Haskell, Rust, Java, JavaScript/TypeScript, HTML/CSS, Mathematica
Frameworks: Angular, Node.js
Developer Tools: Linux, Git, VSCode, Docker, Kubernetes, Azure DevOps, AWS
Libraries: Pytorch, Stable-Baselines3, RLlib, PettingZoo, Gymnasium, NumPy, Matplotlib, pandas