# **Cameron Angliss**

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#### **EDUCATION**

## The University of Texas at Austin

Aug. 2023 – Present Master of Science - Computer Science

Austin, TX

**Connecticut College** 

Aug. 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 I-IV, Linear Algebra, Real Analysis, Complex Analysis, Abstract Algebra, Topology
- Physics Courses: Classical Mechanics, Electromagnetic Theory, Quantum Mechanics, Experimental Physics

#### **EXPERIENCE**

**Software Engineer** 

June 2022 - July 2023

Groton, CT ThayerMahan, Inc

- Developed major frontend repository to transform data in JSON format into plots to be analyzed by Navy employees
- Migrated 1000's of lines of JavaScript to TypeScript under Angular framework, reduced 5+ years worth of tech-debt
- · Communicated with dozens of users to identify improvements to website layout and data visualization techniques

## Math Help Center Tutor, Computer Science TA

Aug. 2019 - May 2022

Connecticut College's Academic Resource Center

New London, CT

- Tutored 8 math classes and 3 upper-level computer science classes (Algorithms, AI, Computational Intelligence)
- Determined student's knowledge level, identified areas of weakness, offered extra 1-on-1 help for struggling students
- · Appointed as manager of MHC in junior year, scheduled tutoring sessions, provided mentorship to new math tutors

## **DevOps Engineer Intern**

May 2021 - Aug. 2021

Nuance Communications, Inc

Birmingham, MA

- Selected for internship in elite cloud computing infrastructure team, noticed team's low security score of 20%
- Created pull requests on Docker and Kubernetes files and Python scripts, eliminated 20+ security vulnerabilities
- Fortified team's security score from 20% to 75%, braced team's infrastructure for the 2022 Microsoft acquisition

#### **PROJECTS**

## **Cynthia: The Pokemon Showdown RL Agent** | *Python, Pytorch*

Mar. 2023 - Present

- · Coded a reinforcement learning agent that learns to play Pokemon battles on Pokemon Showdown website
- Implemented reinforcement learning with Expected SARSA algorithm, softmaxing over outputs to choose action
- Applied transformers architecture to improve over CNN architecture taking state-based inputs of battle state

## **Showdown Environment** | *Python*

Mar. 2023 - Oct. 2023

- · Constructed a reinforcement learning environment for agent training on the Pokemon Showdown website
- Built 3 main parts: a client-side websocket interface, a battle tracking component, data collection component
- · Published the project on GitHub as open-source code for anybody to use or improve upon for their personal needs

## **Undergraduate Research in Genetic Algorithms and Robotics** | *Haskell*

Aug. 2020 - Feb. 2023

- · Conducted independent AI research with Professor Gary B. Parker through research seminars and honors studies
- Assembled 6 parallel genetic algorithms to evolve teams of neural network agents to generate optimal hexapod gaits
- Utilized math and physics knowledge to design efficient and accurate hexapod simulation for training
- Coauthored and published "Coevolving Hexapod Legs to Generate Tripod Legs" to ICAART 2023 conference

## **TECHNICAL SKILLS**

Languages: Python/Mojo, Rust, Haskell, Java, JavaScript/TypeScript, HTML/CSS, Mathematica

Frameworks: Angular, Node.js

Developer Tools: Linux, Git, VSCode, Docker, Kubernetes, Azure DevOps, AWS

Libraries: Pytorch, NumPy, Matplotlib, pandas