# Cameron Angliss

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## EDUCATION

**The University of Texas at Austin**                                                                 Austin, TX
*Master of Science - Computer Science - GPA: 3.78*                                    *Aug. 2023 – Present*
*Relevant Courses: Deep Learning, Reinforcement Learning, Programming Languages, Optimization, Quantum Computing*

**Connecticut College**                                                                             New London, CT
*Bachelor of Arts - Majors: Computer Science, Mathematics, Physics - GPA: 3.99*      *Aug. 2018 – May 2022*
*Relevant Courses: Data Structures, Algorithms, Robotics, AI, Abstract Algebra, Topology, Classical/Quantum Mechanics*

## EXPERIENCE

**Software Engineer**                                                                         June 2022 – July 2023
*ThayerMahan, Inc*                                                                                     *Groton, CT*
- Developed frontend and backend aspects of company's software for 3 major repositories
- Migrated 1000's of lines of JavaScript to TypeScript, reduced 5+ years worth of tech-debt
- Communicated with dozens of users, observed website interactions to identify weak points
- Implemented highly-requested data visualization upgrades to boost user productivity and capability

**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
- Acquired skills in 10+ tools/methodologies (ex. Azure DevOps, Docker, Kubernetes, Helm, Git, Agile workflow)

**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)
- Designed and implemented creative strategies to familiarize students with particularly difficult concepts
- 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

## 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
- Implemented transformers architecture to improve over CNN architecture taking state-based inputs of battle state
- Continuing to research ways to improve system to be competitive with average (eventually expert) human players

**Showdown Environment** | *Python*                                                         Mar. 2023 – Oct. 2023
- Coded 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
- Built 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
- Coded over 1100 lines of code in Haskell, learned modern functional programming techniques
- 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