Christopher Flathmann

Curriculum Vitae

Education

2019-Present PhD, Human Centered Computing, Clemson University, Clemson, South Carolina.

2018 BS Computer Science, GPA: 3.89, Clemson University, Clemson, South Carolina.

Work Experience

- 2019–Present Clemson University Graduate Research Assistant, Team Research Analytics in Computational Environments (TRACE). Researching how to build Al agents to interact with humans and other Al in collaborative environments.
 - 2018 Clemson University Undergraduate Research Assistant, Data Intensive Computing Ecosystems Lab. Researched the affects of latency on high performance computing clusters in commercial cloud environments
 - 2018 Amazon Software Development Engineer Intern, Financial Technology. Created and Evaluated a system for email matching payments and responses for financial collections using AWS EC2, S3, and Lambda
 - 2017 **Clemson University** Undergraduate Teaching Assistant for Algorithms and Data Structures in C++ for **Dr. Brian Dean.** Taught labs, held office hours for undergraduate students, and helped design and proctor programming exams.
 - 2017 **Michelin** Software Development Engineer Intern for Research and Development. Design software in C# to manage Agile Teams' members, software responsibilities, and skills.

Funding and Awards

- 2019 NSF Technology-Human Integrated Knowledge Education and Research Fellow
- 2019 Clemson **Three Minute Thesis** Finalist for the College of Computing, Engineering, and Applied Science
- 2017 Dupont Undergraduate Project of the Year: Smart Aiding Application for Travel Safety

Research Interests

Artificial Intelligence, Ethical Design of AI, Swarm Intelligence, Artificial Population Simulation, Human-AI Teamwork, AI-AI Teamwork, Collaborative Technology, Human Computer Interaction, Human Centered Design

Current Research Projects

Human Perceptions of Al Trained on Human Derived Ethical Frameworks

Collaborators: Nathan McNeese, Bekk Blando, Dylan Cathapermal, Casey Hird

- Implementing the ethical frameworks of Utilitarianism, Deontology, and Virtue Ethics in Reinforcement Learning and examining human preference towards agents built on each framework. Humans are tasked with collaborating with these Al agents to make ethical decisions. Human preference and influence of Al on human decision making will be evaluated.

Using Swarm Intelligence to Resist Attacks on Social Bias

Collaborators: Nathan McNeese

 Using large groups of shared intelligence to resist sudden shifts in bias of social platforms that can occur due to malicious attacks by people or bots. Integrating an animal behavior called "swamping" into artificial swarm intelligence to attack and resist predatory behavior.

Older Adult Opinions on the Morality of Autonomous Vehicles

Collaborators: Nathan McNeese, Julian Brinkley, Earl Huff Jr.

- Qualitative study evaluating opinions that older adults have towards the moral decisions autonomous vehicles have to make. Using focus groups to determine if older adults gravitate towards a type of ethical decision making that autonomous vehicles need to use.

Effects of Artificial Intelligence Combative Language and Behavior on Human-Al Collaboration Collaborators: Nathan McNeese, Beau Schelble, Casey Hird

- Designing artificial agents to speak and act combative, such as being impatient and attempting to usurp another users work. Experiment seeking to observe if humans prefer a more active AI agent that can be viewed as combative or a passive agent that only responds to human commands.

Skills

Programming Python, C#, SQL, Java, C++, R, JavaScript

Tools Tensorflow, Tensorforce, GitHub, AWS, Node.js

Research Quantitative Analysis, Qualitative Analysis, Focus Groups, Wizard of Oz

Relevant Coursework

- The Science of Teamwork and Technology
- Measurement and Evaluation of Human Centered Computing Systems
- Research Methods for Human Centered Computing
- Applied Data Science
- Database Management Systems

Publications

Conference Papers

- [C.3] Flathmann, C., McNeese, N., & Barberis Canonico, L. (Accepted). Using Human-Agent Teams to Purposefully Design Multi-Agent Systems. 2019 Annual Meeting of Human Factors and Ergonomics Society. Seattle, WA. Sage CA: Los Angeles, CA: SAGE Publications.
- [C.2] Barberis Canonico, L., McNeese, N., & Flathmann, C. (Accepted). Collectively Intelligent Teams: Integrating Team Cognition, Collective Intelligence, and AI for Future Teaming. 2019 Annual Meeting of Human Factors and Ergonomics Society. Seattle, WA. Sage CA: Los Angeles, CA: SAGE Publications

[C.1] Barberis Canonico, L., McNeese, N., & Flathmann, C. (Accepted). The Wisdom of the Market: Using Human Factors to Design Prediction Markets for Collective Intelligence. 2019 Annual Meeting of Human Factors and Ergonomics Society. Seattle, WA. Sage CA: Los Angeles, CA: SAGE Publications.

Research Posters

- [P.2] **Flathmann, C.**, Schelble, B., & McNeese, N. (2019) Creating Human-Oriented Multi-Agent Teams. *Insights @ BMW Manufacturing Co. LLC.* 12 September 2019
- [P.1] Flathmann, C. & McNeese, N. (2019) Using Human-Agent Teams to Purposefully Design Multi-Agent Teams. Clemson 2019 Research Symposium 12 April 2019

Under Review

- [U.3] **Flathmann, C.** & McNeese, N. (Submitted). Enhancing the Multiple Traveling Salesman Problem from a Group Problem to a Team Problem. *Autonomous Agents and Multi-Agent Systems*.
- [U.2] Canonico, L., McNeese, N., Schelble, B., & **Flathmann, C.** (Submitted). Human-Al Teams as Multi-Agent Systems. *Journal of cognitive engineering and decision making.*
- [U.1] Canonico, L., McNeese, N., Schelble, B., & **Flathmann, C.** (Submitted). Game Theory for Teams: Using Game Theory Models to Understand Human-Al Teamwork. IEEE Transactions on Human-Machine Systems.

Workds in Progress

- [W.2] **Flathmann, C.** & McNeese, N. (In Progress). Using Swarm Intelligence to Resist Attacks on Social Bias. *Journal of Artificial Intelligence Research*
- [W.1] Huff, E., Flathmann, C., Brinkley, J., & McNeese, N. (In Progress). Older Adult Opinions on the Morality of Autonomous Vehicles. ACM conference on computer-supported cooperative work & social computing.