

EDUCATION

University of Sydney

Australia

B.S. Advanced Studies (Honours) (Computer Science)

Feb 2021–(Expected Nov 2021)

- 1st/405 students: Natural Language Processing (COMP5046).
- 2nd/294 students: Deep Learning (COMP5329).
- Thesis: Reinforcement Learning with Linear Temporal Logic Objectives.
Supervisors: Sasha Rubin and Rafael Oliveira.

University of Wollongong

Australia

B.S. Mathematics (Advanced): Accelerated program including research projects

Feb 2011–Nov 2013

- Spring 2013 Project: Generalising the Zappa-Szép Product.
Supervisor: David Robertson. Grade: 88.
- Autumn 2013 Project: Exploring Bounded Operators in Normed Vector Spaces.
Supervisor: Nathan Brownlowe Grade: 91.

Caringbah Selective High School

Australia

Higher School Certificate

2009

EXPERIENCE

AI Safety Camp

Online

Research Participant

Jan 2021–May 2021

- Project: Understanding reinforcement learning agents using generative visualisation. Paper in progress.

NukkAI

France

Research Engineer

Jun 2019–Jan 2021

- Research and application of symbolic AI methods (in particular, Inductive Logic Programming) in the game of Bridge.
- Lead developer of NuTrain: a Bridge training tool (<https://www.youtube.com/watch?v=bAcSPhQzmGI>).
- Developed a tool which combines logical deduction and tree search to produce automated commentary for Bridge card play.

TCCS

Australia

Data Scientist/Machine Learning Engineer

Feb 2017–Jun 2019

- Co-founded the group and developed several successful predictive sports models, some of which are still used in production today.
- Led a small team in creating and managing databases, data scrapers, and other software tools and libraries to support model development and production.
- Won the 2020 AFL Betfair VIP Tipping Competition over a field of 3000+ invite-only participants.

Self-Employed

Australia

Card Player

2009–2017

- Poker: Professional online and live play.

- Bridge: Represented NSW and Australia on various junior teams (Under 21 and Under 26). Best results; 1st - U21 Asia Pacific Championships 2011, 9th - U26 World Championships 2016.

PUBLICATIONS

- [1] V. Ventos, **D. Braun**, C. Deheeger, *et al.*, “Construction and Elicitation of a Black Box Model in the Game of Bridge”, Manuscript submitted for publication, 2020. arXiv: 2005.01633 [cs.AI].

SKILLS

- **Full stack development:** Python, SQL, Prolog, JS
- **Machine Learning:** Symbolic and Numeric methods

LANGUAGES

- **English:** Mother tongue
- **French:** Basic conversational

REFEREES

Available on request.