

# Ikechukwu Daniel Adebisi

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## Education

### The University of Texas at Austin

Austin, TX

Candidate for Ph.D. in Computer Science, GPA: N/A

August 2023 - Present

- Advisor: TBD.
- Research Interests: Robotics, Reinforcement Learning, Representation Learning, Game Theory in AI.

### Massachusetts Institute of Technology (MIT)

Cambridge, MA

M.Eng. in Electrical Engineering and Computer Science, GPA: 4.8/5.0

January 2022 - June 2023

S.B. in Computer Science and Engineering, GPA: 4.8/5.0

September 2018 - May 2022

- Concentration: Artificial Intelligence
- Master's Thesis: "Landslide Susceptibility Prediction Adaptive to Triggering Events". Advisor: John Fernandez.

## Research Interests

My broad research interests lie at the intersection of robotics, reinforcement learning, representation learning, and game theory AI research to work on developing more effective robotics systems. I aim to improve a robot's ability to act, perceive, and learn in complex environments, and ensure that its goals will always align with human goals.

## Research Experience

### MIT Environmental Solutions Initiative (MEng Thesis)

Cambridge, MA

Graduate Research Assistant

January 2022 – May 2023

- Designed and implemented machine learning models to analyze and predict landslide probability from LIDAR data, modal satellite imagery, weather data, and geographic information. Worked in Python.
- Built and trained various kinds of segmentation models to produce landslide susceptibility maps for the region of Mocoa, Colombia.

### MIT CSAIL

Cambridge, MA

Graduate Research Assistant in the [Kellis Lab](#)

May 2022 – December 2022

- Experimented with using graph variational autoencoders to learn representations for personalized Bayesian Networks in computational biology settings.

Undergraduate Researcher in the [Distributed Robotics Lab](#)

September 2021 – February 2022

- Developed and trained deep reinforcement learning models to teach a fixed-wing drone how to fly in a virtual environment while accomplishing subgoals. Worked in Unity, C#, and Python.
- Compared effects of utilizing transformer architecture to train fixed-wing agents using traditional RL methods.
- Trained models that outlasted previous agents trained on state-of-the-art algorithms on average by 50%.

### MIT Media Lab

Cambridge, MA

Research Assistant in Camera Culture Group

September 2021 – January 2022

- Studied the effectiveness of GNN-based simulators to build systems that use microscopic-simulations in the loop along with conventional ML based macro-predictions, for improved forecasting.
- Improved computational efficiency by 80% compared to traditional agent-based simulations.

## Industry Experience

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### Google

Mountain View, CA

#### Software Engineering Intern

June 2022 – August 2022

- Conducted experiments comparing various state of the art NLP models (both internal to Google and open-source) to perform call transcript summarizations for advertisers working with Google.
- Reduced call transcript report lengths by 80%, making it easier for advertisers to gain insights on their products.
- Led discussions in a biweekly machine learning reading group within our Google Ads sub-team regarding various research topics in NLP.

#### Software Engineering Intern (Virtual Internship)

June 2021 – August 2021

- Created an offline pipeline for the Google Lens team to extract output labels from random forest decision tree models to increase the confidence in classifying over 400 million user generated food images.
- Increased the confidence of the inference quality of 45% (180 million) of the user generated food images, with 5% (20 million) of these images having a significant increase in confidence.
- Developed a complete pipeline using C++ and other Google libraries.

#### Student Training in Engineering Program (STEP) Intern (Virtual Internship)

June 2020 – September 2020

- Collaborated with two other interns to develop a web application that helps people learn various, user-chosen topics quickly and efficiently by making information more accessible and digestible.
- Trained and implemented a Content-Based Recommendation System using word2vec to determine what topics align with user's interests, using over 38,000 unique words and phrases, and 15 million total words, as training data.
- Full stack development, using Python, Java Servlets and JUnit testing, JavaScript, HTML/CSS, and Google Cloud APIs.

### IBM

Cambridge, MA

#### Software Engineering Intern

May 2019 – August 2019

- Developed a program that created and maintained product representations that sellers use to sell to IBM Clients.
- Used marketing information to send customers information about various products they may be interested in buying. Worked in Salesforce, Python, and Java.
- Combined machine learning with quantum computing using Python libraries such as Qiskit and Scikit-Learn.

## Teaching Experience

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### Massachusetts Institute of Technology

Cambridge, MA

#### Grader/Tutor

September 2020 – May 2021

- Graded assignments for MIT's Design and Analysis of Algorithms course.
- Taught students advanced algorithmic concepts to help them through this class.

#### Lab Assistant

February 2020 – May 2020

- Helped run labs for MIT's undergraduate machine learning class by working with students through exercises. Graded weekly assignments.

## Honors and Awards

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#### Fellowship Selections:

- National GEM Consortium Fellowship 2023.

## Technical Skills

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**Programming:** Python, C++, C#, Java, JavaScript, Terminal, HTML/CSS.

**Software:** PyTorch, Scikit-learn, OpenAI gym, Tensorflow, Linux, Unity, Git.

## Other Activities

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**Groups:** MIT InterVarsity, Black Student Union, African Student Association, Nigerian Student Association.

**Hobbies:** Video games. Playing sports. Working Out. Taking walks from time to time.

**Other Interests:** Math, Philosophy, Quantum Physics, Cosmology, Football (Fly Eagles Fly), and Basketball (Go Sixers).