

## David Robles

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### CONTACT

#### INFORMATION

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Linkedin <http://www.linkedin.com/in/drobles>

### PROFESSIONAL SUMMARY

Software Engineer and former Ph.D. student. As a software developer I believe in object oriented design and agile methodologies, and consistently employ test-driven development. I also have some interest in games programming.

My research area during my Ph.D. can be broadly described as Artificial Intelligence with a particular focus on Reinforcement Learning, Simulation-Based Search, Evolutionary Algorithms and Games.

### EDUCATION

#### **PhD Computer Science**

[University of Essex](#)  
Colchester, United Kingdom  
2009 - 2013  
Dissertation title: Simulation-Based Search and Learning in Games

#### **MSc Computer Science**

[University of Essex](#)  
Colchester, United Kingdom  
2007 - 2008

#### **BSc Information Systems Engineering**

[Institute of Technology and Higher Education of Monterrey](#)  
Hermosillo, Mexico  
2001 - 2006

### SKILLS SUMMARY

**Artificial Intelligence:** Reinforcement Learning, Simulation-Based Search, Evolutionary Algorithms, Neural Networks, Game Theory.

**Programming languages:** Java, Ruby, Python, PHP, C.

**Web Development:** Ruby on Rails, PHP, JSP/Servlets, Spring MVC, HTML5, JavaScript, CSS/Sass, JQuery.

**Testing:** JUnit, RSpec, Test::Unit.

**Databases:** MySQL, PostgreSQL.

**Cloud:** Amazon EC2/S3, Heroku.

**Tools:** Git, Ant, Maven.

**Scientific computing:** Numpy, Matplotlib.

**OS:** Unix/Linux, Mac OS X, Windows.

TEACHING  
EXPERIENCE

**Graduate Teaching Assistant**  
*University of Essex*

Preparation, marking and teaching of classes and laboratories for the following undergraduate and postgraduate courses:

CE705 - Programming in Java, Autumn 2011.  
CE320 - Large Scale Software Scale Systems and Extreme Programming, Autumn 2011.  
CE218 - Computer Game Programming, Spring 2011.  
CE152 - Object-Oriented Programming, Spring 2011.  
CE705 - Programming in Java, Autumn 2010.  
CE212 - Web Application Programming, Spring 2010.  
CE112 - Procedural and Object-Oriented Programming, Spring 2010.  
CE705 - Programming in Java, Autumn 2009.

AWARDS

Scholarship for MSc and PhD Computer Science degrees from the National Council of Science and Technology of Mexico.

PUBLICATIONS

- **Coevolving Game-Playing Agents: Measuring Performance and Intransitivities.** IEEE Transactions on Evolutionary Computation (2012).  
- **Learning Non-Random Moves for Playing Othello: Improving Monte Carlo Tree Search.** IEEE Conference on Computational Intelligence and Games (2011).  
- **Fast Approximate Max-N Monte Carlo Tree Search for Ms Pac-Man.** IEEE Transactions on Computational Intelligence and AI in Games (2011).  
- **A UCT Agent for Tron: Initial Investigations.** IEEE Conference on Computational Intelligence and Games (2010).  
- **A Simple Tree Search Method for Playing Ms. Pac-Man.** IEEE Symposium on Computational Intelligence and Games (2009).

CERTIFICATIONS

Cisco Certified Network Associate (CCNA), February 2006.  
Microsoft Certified Systems Administrator (MCSA), May 2007.

WORK  
EXPERIENCE

**Camisa Development Group** (March 2006 - May 2007)  
*IT Systems Administrator*

Network Administrator, Windows Server 2003, Active Directory, VPN, CRM Software, Sage SalesLogix.

**CANACINTRA** (November 2005 - February 2006)  
*Internship*

I developed a Web Application in ASP.NET/SQL SERVER for the management of the partners and registered companies in CANACINTRA.

**URBI** (June 2004 - August 2004)  
*Internship*

Internal web applications with PHP, MYSQL, XHTML, CSS.  
Maintaining and development of internal applications in Java.  
Installation of networking facilities.