

Daniel A. Scott

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Education

- **M.S. Computer Science, Georgia Institute of Technology** 2021 - Present
 - Coursework - Reinforcement Learning, Machine Learning, Deep Learning, Artificial Intelligence, Computer Vision, Advanced OS
- **B.S. Computer Engineering, University of Florida** 2014 - 2018

Experience

- **Research Assistant - Brown University** May 2022 - Aug 2022
 - Reinforcement Learning with Prof. Michael Littman and Prof. George Konidaris
 - Conducted research on methods to detect partial observability without previous knowledge of the state-space for the purpose of using this signal to search for memory functions that allow for finding higher performing policies
- **Software Engineer - Kanga.gg (Game Prophecies)** July 2020 - March 2021
 - Computer vision inference pipeline (reduced cost by 60%), data aggregation, web/mobile backend using AWS, Golang, Python, NodeJS
- **Software Engineer - Magic Leap** March 2020 - June 2020
 - Initial development of k3s based testing environment for Elixir containers processing device data for Passable World content persistence
- **Software Engineer - Levatas** Jan 2019 - March 2020
 - Enterprise Cloud Architecture - implemented cloud strategies for REST APIs, microservices, and CV/NLP data pipelines using AWS, Serverless Framework, Nodejs, Python, Jenkins
 - Tech Lead - coordinated dev team priorities, assignments, and workflow; reviewed PRs; communicated infrastructure strategies with client stakeholders, and demoed implementations
 - Client projects - Orangetheory, Nextera Energy

Other Projects

- **Github** Ongoing
 - <https://github.com/dsctt>
 - Contributing to various open-source reinforcement learning research libraries such as PettingZoo and MAgent
- **Learning with Unlabeled Data** 2021
 - Replicated and extended the work of Chen et al. in "A Simple Framework for Contrastive Learning of Visual Representations" using Pytorch
 - Extended the ablation testing to discover and reason about trends with new data augmentations that could also be useful in the contrastive learning process
- **Co-Founder & Software Engineer of Uni** 2015-2018
 - Designed and developed an e-commerce mobile application to help college students easily exchange school item essentials with their peers
 - Harvard Innovation Lab, Venture Incubation Program