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
  - Investigated a method aimed at reliably detecting state-aliasing in POMDPs and using this signal to search for memory functions that allow for finding higher performing policies–all without previous knowledge of the state-space
- **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