EVAN NEWMAN

Artificial Intelligence Undergraduate Researcher

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SUMMARY

Passionate towards the progress of Artificial Intelligence and its various facets. Engages actively with researchers daily to make novel discoveries in the field of AI. Team player striving to exceed expectations in a fast-paced research work setting. Pursuing graduate school for a Master's in Artificial Intelligence.

EXPERIENCE

Undergraduate Research Assistant

Oregon State University

📅 June 2018 – Present 📍 Corvallis, Oregon

- Research and development under professor Dr. Alan Fern for a DARPA project whose goal is to make AI actions and decisions more understandable in a human context.
- Work closely with a team of professors, graduate students, and visiting researches on the Explanation-Informed Acceptance Testing of Deep Adaptive Programs Project.
- Lead the team on the visualization of Reinforcement Learning Neural Network models through use of saliency methods.
- Deploy UI designs that communicate AI decision data.

Computer Science Teaching Assistant

Oregon State University

📅 Jan 2018 – June 2018 📍 Corvallis, Oregon

- Instruct and guide students on the fundamentals of basic programming knowledge up to object-oriented programming in C++.
- Improve understanding of students needing additional help outside of labs.
- Help revise lesson plans and solve student engagement towards course content.

SKILLS

Programming Languages

Python, C++	Advanced
C, Haskell	Intermediate

Web Development

HTML, CSS, Javascript	Advanced
node.js	Intermediate

Development Tools and Libraries

Git, Github, Visual Studio Code, Linux, Vim	Advanced
Pytorch, MySQL, LaTeX	Intermediate

EDUCATION

BS in Computer Science

Oregon State University

📅 Sep 2016 – Jun 2020 🎓 GPA: 3.52

PUBLICATIONS

- Co-Author: "Explaining Reinforcement Learning to Mere Mortals: An Empirical Study" International Joint Conference on Artificial Intelligence, March 2019

COURSEWORK

Machine Learning & Data Mining

- Supervised learning, unsupervised learning, and reinforcement learning.
- Some implementations include neural networks, K-nearest neighbor, and model selection.

Intro Artificial Intelligence

- Agent architectures, search, logic and reasoning, and Bayesian networks.
- Some implementations include minimax algorithm and A-star search.

Data Structures

- Design and built a personal SQL database that a front-end website queries into.

Software Engineering I & II

- Learn project management, design techniques, and the software engineering lifecycle.

Operating Systems I

- Learn UNIX and the inner workings of process communications.

Web Development

- Create a personal webpage.