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Francisco Maximiliano García

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| Education | university of MASSACHUSETTS – AMHERST Ph.D Candidate, Computer Science  M.S. Computer Science university of the sciences B.S. Computer Science  Minor in Bioinformatics |
| programming Languages | Proficient: Python, C, C++, Objective-CFamiliar: Java, C# |
| professional experience | Research inter, Microsoft researchFall 2016 Develop and implement navigation framework for autonomous vehicles. Research Assistant, university of Massachusetts Medical SchoolSummer 2015 Design and develop system for text analysis in PDF format. Research intern, adobe systemsSummer 2014 Develop and integrate natural language processing (NLP) tools for data analytics. Research Assistant, university of pennsylvania 05/2011 – 08/2013  Assist in research in Artificial Intelligence and develop relevant applications. Focused on path finding and navigation. Software developer, dmgctrl 02/2012 – 05/2013  Develop, maintain and improve iOS and web applications. |
| research experience | RESEARCH IN MACHINE LEARNING – UNIVERSITY OF MASSACHUSETTS(01/2015 – Current) Research on predictive models and Reinforcement Learning applied to robotics. RESEARCH IN PATH FINDING AND PLANNING ALGORITHMS – UNIVERSITY OF PENNSYLVANIA (09/2011 – 08/2013) Research on motion planning and path finding algorithms. Supervised by Dr. Norman Badler and Dr. Mubbasir Kapadia. UNDERGRADUATE SUMMER RESEARCH PROGRAM – UNIVERSITY OF PENNSYLVANIA (05/2011 – 08/2011) Research on behavior trees and smart events. Supervised by Dr. Norman Badler. |
| Presentations | * García, Francisco M. (2014). “GPU-based Dynamic Search on Adaptive Resolution Grids*”*, ICRA, Hong Kong, China. * García, Francisco M. (2014). “Data Tone: A Natural Language query engine for data analitics*”*, GEM Conference, San Diego, CA. * García, Francisco M. (2011). “Nature-inspired Algorithms*”*, Alpha Chi National Convention, San Diego, CA. * García, Francisco M. (2010). “On Game Theory”, MAA, LaSalle University, Philadelphia, PA. |
| papers | * Kai Ninomiya, Mubbasir Kapadia, Alexander Shoulson, Francisco M. Garcia, Norman I. Badler, Planning Approaches to Constraint-aware Navigation in Dynamic Environments. 2014, Computer Animation and Virtual Worlds * Francisco M. Garcia, Mubbasir Kapadia and Norman I. Badler. GPU-based Dynamic Search on Adaptive Resolution Grids. 2014 IEEE International Conference on Robotics and Automation, Hong Kong, China * Mubbasir Kapadia, Kai Ninomiya, Alexander Shoulson, Francisco M. Garcia and Norman I. Badler, Constraint Aware Navigation in Dynamic Environments, ACM SIGGRAPH conference on Motion in Games (MIG ’13). * Mubbasir Kapadia, Francisco García, and Norman I. Badler. Dynamic Search on the GPU. IEEE/RSJ International Conference on Intelligent Robots and Systems, 2013 * Mubbasir Kapadia, Alejandro Porres, Francisco García, Vivek Reddy, Nuria Pelechano, and Norman I. Badler. “Multi-Domain Real-time Planning in Dynamic Environments”. ACM SIGGRAPH/EUROGRAPHICS Symposium of Computer Animation, 2013 * Shoulson, Alexander, Francisco M. García, Matthew Jones, Robert Mead & Norman I. Badler (2011). “Parameterizing Behavior-Trees”. Jan M. Allbeck & Petros Faloutsos (Eds.). *Proceeding of the Fourth International Conference on Motion in Games (MIG ’11).* Springer-Verlag, Berlin. |
| Conference Reviewer | * Robotics and Autonomous Systems (RAS) 2015 * Computer Graphics International (CGI) 2015, Strasbourg, France * Motions in Game (MIG) 2013, Dublin, Ireland |
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