

# Jonathan Y. Ito

## *Curriculum Vitae*

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**Interests**                      Software Development & Management  
Artificial Intelligence  
Machine Learning  
Human Judgment & Decision Making  
Automated Decision Aids & Decision Support Systems

## **Education**

2013                      **Ph.D in Computer Science**  
University of Southern California  
  
2005                      **M.S. in Computer Science**  
University of Southern California  
  
2000                      **B.S. in Computer Science**  
University of California at Irvine

## **Professional Experience**

2013-Present                      **Google, Software Engineer**  
Participated in the development, maintenance, and deployment of a machine learning infrastructure used to support the automated classification of web documents.  
  
   **Machine Learning for Display Ads** Led development, maintenance, and launching of in-market classifiers (over \$10 million weekly spend), integral to the overall performance of display ads. Responsibilities involved development of highly scalable frameworks for sampling data as well as training, evaluating, tuning, launching and monitoring classifiers.

	<p><b>Automating Classifier Development and Deployment</b> Leading a multi-quarter effort to more fully automate the entire process of launching a production-ready machine-learned classifier. Duties involve the development of automated monitoring systems to detect classifier degradation and infrastructure to retrain, test and relaunch models.</p>
2013-2013	<p><b>Institute for Creative Technologies, Postdoctoral Research Associate</b> Continued independent research on computationally modeling context, framing, and the human decision process. Conducted several human subject studies via Amazon Mechanical Turk exploring how the context of decision problems can affect the choices people make. Successfully presented and published these results in several conferences.</p>
2005-2013	<p><b>Institute for Creative Technologies, Graduate Research Assistant</b> Member of the social simulation lab and emotion group. Pursued independent research related to affective computing, self-deception, computational models of appraisals and emotion, and contextually-sensitive decision methods, under the mentorship of Professor Stacy Marsella.</p>
2009-2011	<p><b>Reading to Kids, Cochair, Information Technology Committee</b> Volunteer Cochair of the Information Technology Committee. Reading to Kids is a nonprofit organization dedicated to promoting reading among children by organizing monthly reading clubs consisting of approximately 500 volunteers and 2000 children across 7 schools in Los Angeles. Duties included maintenance of technology infrastructure and ongoing development of website. The Reading to Kids <a href="#">website</a> is a dynamic database-driven web application responsible for recording volunteer attendance, school assignments, and other vital statistics related to managing the monthly reading clubs.</p>
2003-2004	<p><b>KSVentures, Software Engineer</b> Assisted in development of the <i>Halo</i> project. The goal of the project was to create a general reasoning and inference engine capable of answering domain-specific questions by utilizing ontologies, a database of common-sense knowledge, and information gleaned from scientific texts. Primarily contributed to the development of a domain-specific ontology and its associated logical inference rules.</p>
2001-2003	<p><b>ISX, Software Engineer</b> Developed agent-based technologies using ontologies, logical inference engines, and rule-based planning systems.</p>

**Situational Awareness Training:** Lead developer for a Java-based, distributed training tool used for evaluating and enhancing the situational awareness of US Army Sergeants, who typically command 8 to 13 soldiers in the field. Implemented the training tool as a collaborative simulation and successfully field-tested it at the Quantico Marine Corps base over an extremely slow communications link.

**Effects Based Operations Planning System:** One of the primary developers for a graphical planning system based on an *effects-based* planning paradigm. This paradigm allows the user to focus on the desired effects of a plan rather than on a relatively constrained set of alternatives. Primary responsibilities included the development of a domain-specific planning ontology coupled with a logical inference engine which partially automated the creation of complex plans.

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| 2000-2001 | <b>Sapient, Consultant &amp; Software Engineer</b><br>Developed, deployed, and maintained web-based technologies in a multi-disciplinary team setting. |
| 1999-2000 | <b>Unisys, Student Intern</b><br>Assisted in developing and migrating existing legacy mainframe operating system into a modern, Windows environment.   |

## Security Clearance

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| 2003-2005 | US Top Secret Clearance |
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## Technical Skills

### Programming Languages

Java, R, C, C++, Haskell, LISP, Scheme, Python, PHP, HTML, CSS, Javascript, AJAX, Ruby, Perl

### Experimental Tools

Amazon Mechanical Turk, Qualtrics

### Productivity Tools

LaTeX, Microsoft Office, gnuplot, Graphviz, MetaPost

### Operating Systems

Unix/Linux, Microsoft Windows

## Publications

- Journal Papers     Jonathan Ito, David Pynadath, and Stacy Marsella. Modeling self-deception within a decision-theoretic framework. *Autonomous Agents and Multi-Agent Systems*, 20(1):3–13, January 2010.
- Conference Papers     Jonathan Ito and Stacy Marsella. Context dependent utility: modeling decision behavior across contexts. In *Proceedings of 35th Annual Conference of the Cognitive Science Society (to appear)*, 2013.
- J. Ito and S. Marsella. Contextually-based utility: An appraisal-based approach at modeling framing and decisions. In *Twenty-Fifth AAAI Conference on Artificial Intelligence*, volume 2, pages 60–65, 2011.
- Jonathan Y. Ito, David V. Pynadath, Liz Sonenberg, and Stacy C. Marsella. Wishful thinking in effective decision making (extended abstract). In *Proceedings of the 9th International Conference on Autonomous Agents and Multiagent Systems (AAMAS 2010)*., 2010.
- Jonathan Y. Ito, David V. Pynadath, and Stacy C. Marsella. Self-deceptive decision making: Normative and descriptive insights. In Carles Sierra, Cristiano Castelfranchi, Keith S. Decker, and Jaime Simão Sichman, editors, *Proceedings of the Conference on Autonomous Agents and Multiagent Systems AAMAS*, volume 2, pages 1113–1120. IFAAMAS, May 2009.
- Jonathan Y. Ito, David V. Pynadath, and Stacy C. Marsella. Modeling self-deception within a decision-theoretic framework. In Helmut Prendinger, James C. Lester, and Mitsuru Ishizuka, editors, *Proceedings of the Conference of Intelligent Virtual Agents IVA*, volume 5208 of *Lecture Notes in Computer Science*, pages 322–333. Springer, September 2008.
- Jonathan Y. Ito, David V. Pynadath, and Stacy C. Marsella. A decision-theoretic approach to evaluating posterior probabilities of mental models. In Christopher Geib and David Pynadath, editors, *Proceedings of the AAAI Workshop on Plan, Activity, and Intent Recognition (PAIR-07)*, volume WS-07-09 of *AAAI Technical Report*, pages 60–65. AAAI Press, July 2007.
- J. Donnelly, G. Edwards, P. Haglich, J. Ito, K. Olin, and T. Padgett. Effects-based planning with strategy templates and semantic support. In *AeroSense 2003*, pages 27–35. International Society for Optics and Photonics, 2003.

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