

Kevin Esslinger

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Relevant Experience:

Flow Traders

Amsterdam, The Netherlands

Software Engineer

September 2023 - Present

- Implemented novel trading strategy for decentralized cryptocurrency exchanges, growing our daily trade volume by over \$1 million and daily profit by over \$1,000
- Optimized docker containers and resource initialization resulting in 300% faster startup times using Prometheus metrics and Grafana dashboards to monitor results
- Gathered requirements and discussed project details with traders, risk analysts, product managers, and senior developers

Northeastern University

Boston, MA, USA

Research Assistant

September 2020 - April 2022

- Created a novel neural network architecture using transformers as history encoders in reinforcement learning to solve partially observable markov decision processes
- Utilized high-performance cluster and slurm to conduct experiments in parallel to optimize research workflow and run 80x more tests in less computation time
- Presented and discussed research ideas in weekly reinforcement learning reading group meetings to generate collaborations and future research projects

Amazon.com, Inc.

Seattle, WA, USA

Software Development Engineer Intern

May 2019 - August 2019

- Designed and implemented a Java AWS service to validate revenue reports for Kindle publishers
- Collaborated with senior management to leverage my project for multi-team operation

Education:

Northeastern University

Boston, MA, USA

Master of Science in Computer Science

December 2022

GPA: 3.89/4.0

Temple University

Philadelphia, PA, USA

Bachelor of Science in Computer Science and Mathematics

May 2020

GPA: 3.94/4.0, Summa Cum Laude

Open-Source Projects:

Bot-Be-Named (Python, PostgreSQL)

- Led a small team of python developers creating a custom Discord bot with multiple functionalities
- Incorporated feedback from more than 200 active users to heighten the user experience

Pottamon.com (JavaScript, React)

- Hosted single page web app incorporating custom animations and original interactive games
- Collaborated with artists and game designers to integrate art and minigames into the website

Publications and Presentations:

- Deep Transformer Q-Networks for Partially Observable Reinforcement Learning. **Kevin Esslinger**, Robert Platt, and Christopher Amato. Neurips 2022 FMDM Workshop. New Orleans, LA, USA

Technical Skills:

Programming Languages: Python, Java, Go, JavaScript

Tools: AWS, Bamboo, Docker, Helm, Heroku, Grafana, Kubernetes, Prometheus, TravisCI, SQL