Kevin Esslinger

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Relevant Experience:

Flow Traders

Amsterdam, The Netherlands September 2023 - Present

- Graduate Software Developer
- Optimized docker containers and resource initialization resulting in 300% faster startup times using Prometheus metrics and Grafana dashboards to monitor results

Implemented a novel quoting strategy to increase trade volume by millions of dollars per day

 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 native AWS service to validate revenue reports for Kindle publishers
- Developed Java interface to allow other teams to incorporate my AWS service into their software
- 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 both 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