

# Kyle Headley

PhD Student

1350 20th ST APT A-52  
Boulder, CO 80302

Email: [kyle.headley@colorado.edu](mailto:kyle.headley@colorado.edu)  
Homepage: <http://kyleheadley.github.io>

## Education

MS (Computer Science)	University of Colorado Boulder	2017
BS (Computer Science)	University of Maryland	2015
BA (Philosophy)	University of Maryland	2015

## Publications

*The Random Access Zipper: Simple, Purely-Functional Sequences*

Kyle Headley, Matthew A. Hammer.  
Trends in Functional Programming (**TFP 2016**).  
College Park, Maryland. June 2016.

*Incremental Computation with Names*

Matthew A. Hammer, Joshua Dunfield, Kyle Headley, Nicholas Labich, Jeffrey S. Foster, and Michael Hicks.  
Object-Oriented Programming, Systems, Languages, and Applications (**OOPSLA 2015**).  
Pittsburgh, USA. October 2015.  
(Acceptance Rate: 25%)

## Service

Student Volunteer Co-Captain (PLDI), Spring 2018  
Student Volunteer (POPL), January 2018  
Student Volunteer (PLDI), June 2017  
Faculty Candidate Evaluation (CU Boulder), student group, Spring 2016

## Talks

Speed and Simplicity for Incremental Sequence Computation  
Incremental Computation Workshop (**PLDI 2017**)  
Barcelona, Spain. June 2017

The Random Access Zipper: Simple, Purely-Functional Sequences  
Trends in Functional Programming (**TFP 2016**)  
College Park, Maryland. June 2016.

Correct-by-Construction Interactive Software  
Off the Beaten Track (**OBT 2016**)  
St. Petersburg, Florida. January 2016

Sparse Adapton  
Student Research Competition, 3rd Round, Undergraduate (**ICFP 2015**)  
Vancouver, Canada. September 2015

## Student Internships

Mozilla, Servo web browser (June 2016–September 2016)  
*Graduate Research Intern*

## Interest

I have been interested in, and have had the fortune to work with incremental computing for a few years. I enjoy experimenting with the alternate program structures that result from evaluating an incremental subset of a program. I am also interested in program verification from a type-theory perspective. I look forward to the future with the plan of incorporating a novel type system into my work to avoid potential cache collisions. Finally, I enjoy making creative use of language features available to me, currently those of the Rust language, which is novel itself.

Last updated: January 17, 2018