

Kyle Vedder

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Education

University of Massachusetts Amherst

B.S. IN COMPUTER SCIENCE

2015 - 2019

- GPA: 3.9
- Relevant Coursework: *CS 683 (Graduate, Current) Artificial Intelligence, CS 603 (Graduate) Robotics, CS 589 (Graduate) Machine Learning*

Skills

- Proficient with: *C++ (Google Style), Java*
- Experience with: *C, Python, Scala, SQL, Bash, Octave, FORTH, L^AT_EX*
- Tools: *ROS, git, Mercurial, Make, CMake, FlumeJava*

Publications

Augmenting Planning Graphs in 2-Dimensional Dynamic Environments With Obstacle Scaffolds

SPENCER LANE, KYLE VEDDER, AND JOYDEEP BISWAS

ICAPS 2017

In *Proceedings of the 5th Workshop on Planning and Robotics (PlanRob)*, Pittsburgh, PA, USA June 2017.

Academic Experience

AMRL Robotics Lab

RESEARCH ASSISTANT

2016 - Present

- Developed Obstacle Scaffolds, an extension to roadmap based planners that allow for finer path generation near dynamic obstacles.
- Founding member of the UMass Minutebots, the RoboCup Small Size League team that serves as a research platform for the development of autonomous realtime systems.

CS 220 Programming Methodologies

TEACHING ASSISTANT

2016 - 2017

- Working with six other TAs to lead discussion sections, hold office hours, and answer questions on Q&A forum. Worked with instructor to improve projects as well as design and enact structural changes to the discussion sessions to better suit student needs.

Industry Experience

Google Inc

SOFTWARE ENGINEERING INTERN

Summer 2017

- Worked with Ads Quality Metrics team to deliver meaningful statistics about bad ads to inform both business and engineering decisions. Applied techniques from a wide range of areas of Computer Science, from information theory to optimization, to develop tractable solutions to problems involving immense amounts of data, using C++ for performant implementation.

Google Inc

SOFTWARE ENGINEERING INTERN

Summer 2016

- Worked with AdWords Next Overview team to deliver to users useful, statistics driven insights about their ad campaigns. Wrote FlumeJava data pipeline to do offline statistical analysis on massive customer datasets as well as developed UI components using Dart and AngularDart to display the data.

Unidesk Corporation

C++ DEVELOPER

Summer 2015

- Worked with a team of engineers to successfully design and implement a framework to test proprietary offline Windows registry hive manipulation APIs. Wrote C++ framework to call Win32 APIs to provide setup and validation of registry hives manipulated by Unidesk's registry hive editor.

Unidesk Corporation

ROBOTICS INTERN

Summer 2014

- Worked with the CTO and CMO to successfully implement an articulated robot arm for a trade show to be manipulated by attendees through an iPad. Wrote Java backend to implement a JSON based web service to accept highlevel user input, translating the commands into lowerlevel FORTH commands to choreograph robot movements while avoiding collisions.

Honors & Awards

Goldwater Scholarship Honorable Mention

THE BARRY GOLDWATER SCHOLARSHIP FOUNDATION

2018

- One of 281 Honorable Mentions selected from a pool of 1280 national nominees.

Course Citation

CS 240 REASONING UNDER UNCERTAINTY

2017

- Received course citation for outstanding performance and promoting an environment conducive to learning.

Course Citation

CS 187 DATA STRUCTURES AND ALGORITHMS

2016

- Received course citation for outstanding performance and ranking in the top three students.

Outstanding Undergraduate Course Assistant

CS 220 PROGRAMMING METHODOLOGIES

2017

- Received award for contributions to course development.

Dean's List

REGISTRAR'S OFFICE

2015 – Present

- Attained Dean's List every semester for achieving above a 3.50 semester GPA.

Hackathon Wins

VARIOUS

2014 - 2016

- 1st Place AWS, 1st Place Documentation, Overall Finalist - HackUMass 2016
- 3rd Place Finalist - HackHolyoke 2016
- 1st Place AWS, 1st Place Groupon, 2nd Place Overall - HackHolyoke 2015
- Most Technically Challenging Project - HackMIT Blueprint 2014