

Kyle Vedder

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Education

University of Pennsylvania

PH.D IN COMPUTER SCIENCE

2019 – 2025

University of Massachusetts Amherst

B.S. IN COMPUTER SCIENCE

2015 - 2019

Publications

X*: Anytime Multiagent Planning With Bounded Search

KYLE VEDDER AND JOYDEEP BISWAS

AAMAS 2019 ARMS Workshop

Selected for AAMAS 2019 Best Papers Volume.

X*: Anytime Multiagent Planning With Bounded Search

KYLE VEDDER AND JOYDEEP BISWAS

AAMAS 2019 Extended Abstract

In *Proceedings of the 18th International Conference on Autonomous Agents and MultiAgent Systems*, Montreal, Quebec, CA. July 2019.

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

SPENCER LANE, KYLE VEDDER, AND JOYDEEP BISWAS

ICAPS 2017 PlanRob Workshop

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

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 683 ARTIFICIAL INTELLIGENCE

2018

- Received course citation for outstanding overall performance in a core graduate class, getting the best score in the final exam, the highest score on quizzes, excellent contributions to class discussions, and completing a substantial amount of optional homework.

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 – 2018

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

Academic Experience

AMRL Robotics Lab

RESEARCH ASSISTANT

2016 - 2019

- Developed X*, an anytime multiagent planner for realtime systems.
 - Designed, proved correct, implemented, and evaluated all algorithms.
 - Performed literature review and wrote paper with high level editing input from adviser.
- Developed Obstacle Scaffolds, an extension to roadmap based planners that allow for finer path generation near dynamic obstacles.
 - Implemented both baseline and experimental planners.
 - Evaluated the planner in multiple scenarios.
- 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.
 - Architected and implemented majority of the core software infrastructure for the control stack.
 - Implemented state-of-the-art realtime path planning, low level collision avoidance, and portions of the motion planning system.

CS 220 Programming Methodologies

TEACHING ASSISTANT

2016 - 2017

- Worked for three semesters 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 sections to better suit student needs.

Industry Experience

Amazon Lab126

SOFTWARE DEVELOPMENT INTERN

Summer 2019

- Worked on non-public project under NDA.

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.