

## Matthew Hausknecht

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RESEARCH FOCUS	Development of autonomous systems capable of adapting and learning in complex environments.	
CITIZENSHIP	USA	
EMPLOYMENT	<b>DataRobot</b> <i>Principal AI Scientist</i> responsible for directing DataRobot's research team.	2025 - Present
	<b>Latitude AI / Argo AI</b> <i>Staff Scientist</i> improving the autonomy of self-driving vehicles.	2022 - 2025
	<b>Microsoft Research</b> Redmond, WA <i>Senior Researcher</i> and founder of the reinforcement learning group.	2017 - 2022
EDUCATION	<b>The University of Texas at Austin</b> , Austin, TX <i>Ph.D., Department of Computer Sciences</i> Advised by Peter Stone Thesis: <i>Cooperation and communication in multiagent deep reinforcement learning</i>	2009 - 2016
	<b>Emory University</b> , Atlanta, GA <i>B.S. Computer Science, Summa Cum Laude</i> Advised by Li Xiong, Eugene Agichtein, and Phillip Wolff	2005 - 2009
PUBLICATIONS	syftr: Pareto-Optimal Generative AI Alexander Conway, Debadeepta Dey, Stefan Hackmann, Matthew Hausknecht, Michael Schmidt, Mark Steadman, Nick Volynets <i>International Conference on Automated Machine Learning (AutoML)</i>	2025
	Uni[Mask]: Unified Inference in Sequential Decision Problems M Carroll, O Paradise, J Lin, R Georgescu, M Sun, D Bignell, S Milani, K Hofmann, M Hausknecht, A Dragan, S Devlin <i>Conference on Neural Information Processing Systems (NeurIPS Oral)</i>	2022
	MoCapAct: A Multi-Task Dataset for Simulated Humanoid Control N Wagener, A Kolobov, F Frujeri, R Loynd, C Cheng, M Hausknecht <i>Conference on Neural Information Processing Systems: Datasets and Benchmarks Track (NeurIPS)</i>	2022
	Reading and Acting while Blindfolded: The Need for Semantics in Text Game Agents S Yao, K Narasimhan, M Hausknecht <i>Annual Conference of the North American Chapter of the Association for Computational Linguistics (NAACL)</i>	2021
	ALFWorld: Aligning Text and Embodied Environments for Interactive Learning	

M Shridhar, X Yuan, M Côté, Y Bisk, A Trischler, M Hausknecht  
*International Conference on Learning Representations (ICLR)* 2021

Keep CALM and Explore: Language Models for Action Generation in Text-based Games  
 S Yao, R Rao, M Hausknecht, K Narasimhan  
*Empirical Methods in Natural Language Processing (EMNLP)* 2020

Working Memory Graphs 2020  
 R Loynd, R Fernandez, A Celikyilmaz, A Swaminathan, M Hausknecht  
*International Conference on Machine Learning (ICML)*

Learning Calibratable Policies using Programmatic Style-Consistency 2020  
 E Zhan, A Tseng, Y Yue, A Swaminathan, M Hausknecht  
*International Conference on Machine Learning (ICML)*

Graph constrained reinforcement learning for natural language action spaces 2020  
 P Ammanabrolu, M Hausknecht  
*International Conference on Learning Representations (ICLR)*

Interactive Fiction Games: A Colossal Adventure 2020  
 MJ Hausknecht, P Ammanabrolu, MA Côté, X Yuan  
*Association for the Advancement of Artificial Intelligence (AAAI)*

Scriptnet: Neural static analysis for malicious javascript detection 2019  
 JW Stokes, R Agrawal, G McDonald, M Hausknecht  
*IEEE Military Communications Conference (MILCOM)*

Nail: A general interactive fiction agent 2018  
 M Hausknecht, R Loynd, G Yang, A Swaminathan, JD Williams  
*Technical Report*

Counting to Explore and Generalize in Text-based Games 2018  
 Xingdi Yuan, Marc-Alexandre Côté, Alessandro Sordoni, Romain Laroche, Remi Tachet  
 des Combes, Matthew Hausknecht, Adam Trischler  
*European Workshop on Reinforcement Learning (EWRL)*

TextWorld: A Learning Environment for Text-based Games 2018  
 Marc-Alexandre Côté, Ákos Kádár, Xingdi Yuan, Ben Kybartas, Tavian Barnes, Emery  
 Fine, James Moore, Matthew Hausknecht, Layla El Asri, Mahmoud Adada, Wendy Tay,  
 Adam Trischler  
*IJCAI/ICML Computer Games Workshop*

Leveraging grammar and reinforcement learning for neural program synthesis 2018  
 Rudy Bunel, Matthew Hausknecht, Jacob Devlin, Rishabh Singh, Pushmeet Kohli  
*International Conference on Learning Representations (ICLR)*

Revisiting the arcade learning environment: Evaluation protocols and open problems  
 for general agents 2017  
 MC Machado, MG Bellemare, E Talvitie, J Veness, M Hausknecht, Michael Bowling  
*International Joint Conferences on Artificial Intelligence (IJCAI)*

Neural Program Meta-Induction 2017  
 J Devlin, RR Bunel, R Singh, M Hausknecht, P Kohli  
*Advances in Neural Information Processing Systems (NIPS)*

Cooperation and communication in multiagent deep reinforcement learning Matthew Hausknecht <i>Ph.D. Thesis</i>	2017
Half field offense: An environment for multiagent learning and ad hoc teamwork Matthew Hausknecht, P Mupparaju, S Subramanian, S Kalyanakrishnan, P Stone <i>AAMAS Adaptive Learning Agents (ALA) Workshop</i>	2016
On-policy vs. off-policy updates for deep reinforcement learning Matthew Hausknecht, Peter Stone <i>Deep Reinforcement Learning: Frontiers and Challenges, IJCAI 2016 Workshop</i>	2016
Deep Reinforcement Learning in Parameterized Action Space Matthew Hausknecht, Peter Stone <i>Proceedings of the International Conference on Learning Representations (ICLR)</i>	2016
Machine Learning Capabilities of a Simulated Cerebellum Matthew Hausknecht, Wen-Ke Li, Michael Mauk, and Peter Stone <i>IEEE Transactions on Neural Networks and Learning Systems</i>	2016
Deep Recurrent Q-Learning for Partially Observable MDPs Matthew Hausknecht, Peter Stone <i>AAAI Fall Symposium on Sequential Decision Making for Intelligent Agents</i>	2015
Beyond Short Snippets: Deep Networks for Video Classification Joe Yue-Hei Ng, Matthew Hausknecht, Sudheendra Vijayanarasimhan, Oriol Vinyals, Rajat Monga, George Toderici <i>CVPR 2015</i>	2015
A Neuroevolution Approach to General Atari Game Playing Matthew Hausknecht, Joel Lehman, Risto Miikkulainen, and Peter Stone <i>IEEE Transactions on Computational Intelligence and AI in Games</i>	2013
Using a million cell simulation of the cerebellum: Network scaling and task generality Wen-Ke Li, Matthew J. Hausknecht, Peter Stone, and Michael D. Mauk <i>Neural Networks</i>	2012
HyperNEAT-GGP: A HyperNEAT-based Atari General Game Player Matthew Hausknecht, Piyush Khandelwal, Risto Miikkulainen, and Peter Stone <i>Proceedings of Genetic and Evolutionary Computation Conference</i>	2012
Dynamic Lane Reversal in Traffic Management Matthew Hausknecht, Tsz-Chiu Au, Peter Stone, David Fajardo, and Travis Waller <i>Proceedings of IEEE Intelligent Transportation Systems Conference</i>	2011
Autonomous Intersection Management: Multi-Intersection Optimization Matthew Hausknecht, Tsz-Chiu Au, and Peter Stone <i>Proceedings of IROS 2011-IEEE/RSJ International Conference on Intelligent Robots and Systems</i>	2011
Vision Calibration and Processing on a Humanoid Soccer Robot Piyush Khandelwal, Matthew Hausknecht, Juhyun Lee, Aibo Tian and Peter Stone	2010

*Fifth Workshop on Humanoid Soccer Robots*

Learning Powerful Kicks on the Aibo ERS-7: The Quest for a Striker. 2010  
Hausknecht, M. and Stone, P.  
*Proceedings of the RoboCup International Symposium*

For want of a nail: How absences cause events. 2009  
Wolff, P., Barbey, A., Hausknecht, M.  
*Journal of Experimental Psychology: General*

Heuristic Based Extraction of Causal Relations from Annotated Causal Cue Phrases 2009  
Hausknecht, M.  
*Undergraduate Dissertation*

ADDITIONAL  
EXPERIENCE

**Google Research** 2014  
*Intern*  
Developed recurrent neural network architectures for large scale video classification.

**University of Texas at Austin**  
*Teaching Assistant* Discrete Math for Computer Science: Honors Fall 2013

**Emory University**  
*Teaching Assistant* Introduction to Computer Science Fall 2007

OPEN SOURCE  
SOFTWARE

[Jericho](#) (Python, C) - A lightweight python-based interface connecting learning agents with interactive fiction games. Additional text-based reinforcement [agent implementations](#) using Pytorch.

[Half-field Offense](#) (Python, C++) - Simulator to interface learning agents with the RoboCup 2D soccer simulator. Continuous action [agent implementation](#) using Caffe.

[Arcade Learning Environment](#) (Python, C++) - Created the first interfaces which allowed external agents to use ALE as a library. Additionally investigated the first uses of [recurrent networks for deep reinforcement learning](#).

LANGUAGES

Python, C/C++, Pytorch

HONORS &  
AWARDS

Phi Kappa Phi, 2010  
NSF Graduate Research Fellowship, 2009  
MCD Fellowship, The University of Texas at Austin, 2009  
Trevor Evans Award, Emory University, 2009  
Dean's List, Emory University, 2005-2008  
Phi Beta Kappa, 2007