

TECHNICAL SKILLS

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| Fields | Reinforcement Learning, Artificial Intelligence, Deep Learning, Deep Reinforcement Learning |
| Subfields | Value-based methods, Actor-Critic methods, Curriculum Learning, Multi-agent systems |
| Methodologies | Agile, Scrum, OOP, OOD, OOA, TDD, BDD |
| Languages | Python, Java, C++, C, C#, R |
| Frameworks | OpenAI Gym, Numpy, PyTorch, Scipy |
| Tools | AFSIM, git, Docker, Emacs, UNIX tools |
| OSs | Linux (Arch, RedHat, Debian), Windows, ESXi |

FORMAL EDUCATION

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| Georgia Institute of Technology | ETA 2025 |
| PhD in Computer Science – GPA -/4.00 | |
| Machine Learning & Intelligent Systems Specialization | |
| Georgia Institute of Technology | May 2017 |
| MS in Computer Science – GPA 3.70/4.00 | |
| Interactive Intelligence Specialization | |
| Florida Atlantic University | Dec 2010 |
| BS in Computer Science – GPA 3.88/4.00 | |
| Upsilon Pi Epsilon – Computer Science Honors Society | |
| Broward College | Dec 2009 |
| AA in Computer Science – GPA 3.66/4.00 | |

CERTIFICATES AND ADVANCED COURSES

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| Udacity Deep Learning Foundations Nanodegree | Jan 2018 |
| Udacity Self-Driving Car Nanodegree | Oct 2017 |
| Udacity Machine Learning Nanodegree | Jun 2016 |
| GaTech Artificial Intelligence | May 2016 |
| GaTech Machine Learning | May 2016 |
| GaTech Reinforcement Learning and Decision Making | Dec 2015 |
| GaTech Artificial Intelligence for Robotics | Dec 2014 |

EXTERNAL PROJECTS

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| Grokking Deep Reinforcement Learning book Author | Manning |
| https://www.manning.com/books/grokking-deep-reinforcement-learning | |
| <ul style="list-style-type: none"> Authored a book on deep reinforcement learning. Wrote all text, and created all figures to ensure challenging concepts were introduced in an approachable way. | |
| Deep Reinforcement Learning SOTA algorithms Engineer | Manning |
| www.github.com/mimoralea/gdrl | |
| <ul style="list-style-type: none"> Implemented from scratch reusable code for a wide variety of reinforcement learning algorithms, and data analysis tasks. Used PyTorch for implementing deep reinforcement learning methods, such as DQN, A3C, DDPG, SAC, PPO, and more. | |

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| Deep Reinforcement Learning AC lectures Teacher | Udacity |
| https://www.udacity.com/course/deep-reinforcement-learning-nanodegree--nd893 | |
| <ul style="list-style-type: none"> Developed the Actor-Critic lectures of the Deep Reinforcement Learning Nanodegree. Created all draft animations and full scripts to explain the concepts in an intuitive way. | |

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| ✉ | mimoralea@gmail.com; +1 678 646 2583 |
| 📄 | LinkedIn, GitHub, StackOverflow, Twitter by mimoralea |
| 🌐 | Website: http://mimoralea.github.io/ |

WORK EXPERIENCE

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| Lockheed Martin | Littleton, CO & Full-Time Remote |
| Research Engineer Staff | Oct 2020 – Current |
| Software Engineer Staff | Sep 2019 – Oct 2020 |
| Software Engineer Senior | Jun 2017 – Sep 2019 |
| <ul style="list-style-type: none"> Developed a framework for training deep reinforcement learning agents on military scenarios. Trained deep reinforcement learning agents on a variety of military scenarios and domains. Architected a prototype of a follow-me perception system for military applications. Implemented explainable AI agents, including deep reinforcement learning agents. Supported affordability IRAD projects by evaluating capabilities of cost-effective sensors. Developed perception pipeline of autonomous mining trucks. | |

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| Georgia Institute of Technology | Remote |
| Instructional Associate | May 2017 – Current |
| Head Graduate Teaching Assistant | May 2016 – May 2017 |
| Graduate Teaching Assistant | Jan 2016 – May 2016 |
| <ul style="list-style-type: none"> Taught a Reinforcement Learning and Decision Making graduate course since Spring 2016. Taught a Machine Learning undergraduate course in Summer 2020. Oversaw up to 20 Graduate Teaching Assistants per semester. | |

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| Udacity | Remote |
| Content Developer | Jun 2018 – Dec 2018 |
| Project Reviewer | Jun 2016 – Jun 2017 |
| Student Mentor | Dec 2016 – Jun 2017 |
| <ul style="list-style-type: none"> Developed the Actor-Critic lectures for the Deep Reinforcement Learning Nanodegree. Provided actionable feedback to students around the world on self-driving car and machine learning projects. Recommended program design best practices in Python to improve code readability and maintainability. | |

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| Hewlett Packard Enterprise | Plano, TX |
| Firmware Engineer | Jun 2015 – Apr 2016 |
| <ul style="list-style-type: none"> Initiated peer programming approach and mentored engineers on Java and program design principles. Supported the release of next generation server blade management software. Improve quality of production software by partnering with development groups of different business areas. | |

EXTENDED WORK EXPERIENCE

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| HomeCEUConnection Senior Software Engineer | Texas 2014 – 2015 |
| Cisco Systems Software Engineer | Georgia 2013 – 2014 |
| AT&T Member of Technical Staff | Texas 2011 – 2013 |
| DataCore Test and Integration | Florida 2010 – 2011 |
| ArchieMD Test and Integration | Florida 2010 |
| Freelancer Web Developer | Florida 2007 – 2009 |
| VideoNET System Administrator | Venezuela 2003 – 2006 |