

## TECHNICAL SKILLS

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

## FORMAL EDUCATION

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

## CERTIFICATES AND ADVANCED COURSES

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

## EXTERNAL PROJECTS

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

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

✉	mimoralea@gmail.com; +1 678 646 2583
📄	LinkedIn, GitHub, StackOverflow, Twitter by <b>mimoralea</b>
🌐	Website: <a href="http://mimoralea.github.io/">http://mimoralea.github.io/</a>

## WORK EXPERIENCE

<b>Lockheed Martin</b>	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"> <li>Developed a framework for training deep reinforcement learning agents on military scenarios.</li> <li>Trained deep reinforcement learning agents on a variety of military scenarios and domains.</li> <li>Architected a prototype of a follow-me perception system for military applications.</li> <li>Implemented explainable AI agents, including deep reinforcement learning agents.</li> <li>Supported affordability IRAD projects by evaluating capabilities of cost-effective sensors.</li> <li>Developed perception pipeline of autonomous mining trucks.</li> </ul>	

<b>Georgia Institute of Technology</b>	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"> <li>Taught a Reinforcement Learning and Decision Making graduate course since Spring 2016.</li> <li>Taught a Machine Learning undergraduate course in Summer 2020.</li> <li>Oversaw up to 20 Graduate Teaching Assistants per semester.</li> </ul>	

<b>Udacity</b>	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"> <li>Developed the Actor-Critic lectures for the Deep Reinforcement Learning Nanodegree.</li> <li>Provided actionable feedback to students around the world on self-driving car and machine learning projects.</li> <li>Recommended program design best practices in Python to improve code readability and maintainability.</li> </ul>	

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

## EXTENDED WORK EXPERIENCE

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