Michael Piseno

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▬▬▬ Education

2021 - 2023   **Stanford University**.
MS Computer Science

2017 - 2021   **Georgia Institute of Technology**.
BS Computer Science with highest honors, Minor in Mathematics

▬▬▬ Experience

Summer 2021   **IBM Research**, RESEARCH INTERN, Yorktown Heights, NY.
Working on applications of deep RL to 5G technologies.

Fall 2019 - Spring 2021   **Georgia Institute of Technology**, TEACHING ASSISTANT, Atlanta, GA.
Teaching Assistant for CS 7643: Deep Learning. Created and maintained course material, graded assignments, and assisted students in office hours. Topics include vision and language models, generative models, and reinforcement learning. View the course website here.

Summer 2020   **Dropbox**, SOFTWARE ENGINEER INTERN, San Francisco, CA.
Worked on a chrome extension for organizing workflow, where I built the ML infrastructure for predicting tabs that are considered clutter and can therefore be closed. This included building the infrastructure for client-server interaction, training the ML model, and displaying the results on the front end. We launched the product to approximately 500 users during internship.

Winter 2020   **Facebook AI Research**, SOFTWARE ENGINEER INTERN, Menlo Park, CA.
Built an image extraction tool used for computer vision research on top of Habitat, a photo-realistic 3D indoor scene simulator. Trained instance segmentation models like Mask R-CNN using the image extractor as a proof of concept. View a tutorial for the tool here.

Summer 2019   **Amazon A9**, SOFTWARE ENGINEER INTERN, Palo Alto, CA.
Developed a method for semantic segmentation in images along linear boundaries that performs with 95% accuracy*. The method was created for the Amazon shopping app which had over 2 million users at the time. *Accuracy determined by IoU thresholds on a held-out data set.*

Summer 2018 - Fall 2018   **Georgia Tech Research Institute**, RESEARCH INTERN, Atlanta, GA.
Added neural networks to an open-source ML framework which I then used to classify noisy digital signals. In a separate project, I used Q Learning to train multiple agents to collaboratively search an environment in the game StarCraft II.

▬▬▬ Selected Honors/Awards

May 2021   **Highest Honors, BS Computer Science, Georgia Institute of Technology**.
Graduated from the Georgia Institute of Technology with a BS in Computer Science with highest honors.

July 2020   **Intel Undergraduate Scholarship**.
One of 25 students awarded the Intel Undergraduate Scholarship in 2020.

July 2020   **Tapia Conference Scholarship**.
Awarded a scholarship to attend the ACM Richard Tapia Conference. There were over 600 applicants.

July 2020 **LSAMP Scholarship**.
Awarded an LSAMP scholarship.

April 2020 **Generation Google Scholarship**.
Awarded the Generation Google Scholarship. This award was awarded to 17 students total in 2020. The number of applicants was not released.

Nov 2019 **Cisco Scholarship**.
Award a Cisco Enterprise Business Group Scholarship through a program in Georgia Tech's College of Computing. This scholarship was awarded to four students total.

Aug 2019 **SHPE Undergraduate Scholarship**.
Award a SHPE Undergraduate Scholarship for my involvement in the Society of Hispanic Professional Engineers (SHPE). This scholarship was awarded to roughly three dozen students.