Michael Piseno

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━━━━ Education

2021 -   **Stanford University**
MS Computer Science
GPA: 4.0

2017 - 2021   **Georgia Institute of Technology**
BS Computer Science with highest honors, Minor in Mathematics
GPA: 3.82, Major GPA: 4.0

━━━━ Research and Industry Experience

Spring 2022 - Present   **Google** RESEARCH INTERN
Research on legged locomotion at Google Brain.

Winter 2022 - Present   **Stanford AI Lab (SAIL)** RESEARCH ASSISTANT
Research Assistant in the Intelligent and Interactive Autonomous Systems Group (ILIAD), advised by Dorsa Sadigh. I also work on deformable object manipulation in the Interactive Perception and Robot Learning Lab (IPRL).

Summer 2021   **IBM Research** RESEARCH INTERN
Developed and studied the effectiveness of deep RL algorithms (DQN, DDPG, TD3) to optimize millimeter-wave communications for improved data throughput. Involved creating a toy environment for radio communications, implementing RL algorithms in PyTorch, and designing/running experiments.

Summer 2020   **Dropbox** SOFTWARE ENGINEER INTERN
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
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** SOFTWARE ENGINEER INTERN
Developed a method for semantic segmentation in images along linear boundaries that performs with 95% accuracy*. The method was created in support of the augmented reality features in the Amazon shopping app. *Accuracy determined by IoU thresholds on a held-out data set.*

Summer 2018 - Fall 2018   **Georgia Tech Research Institute** RESEARCH INTERN
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.

Teaching Experience

Fall 2021 — **Stanford University** COURSE ASSISTANT
Course Assistant (CA) for CS 221: Artificial Intelligence: Principles and Techniques. Responsibilities include managing course content, hosting office hours, and grading assignments.

Fall 2019 - Spring 2021 — **Georgia Institute of Technology** TEACHING ASSISTANT
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.

Awards and Honors

April 2022 — **National Defense Science and Engineering Graduate (NDSEG) Fellowship**
Graduate fellowship award to pursue research on intelligent robotics.

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 SHPE Undergraduate Scholarship**
Scholarship sponsored by Intel awarded through the Society of Hispanic Professional Engineers (SHPE). More info here.

July 2020 — **Tapia Conference Scholarship**
Awarded a scholarship to cover the cost of attendance to the ACM Richard Tapia Conference.

July 2020 — **LSAMP Scholarship**
Scholarship awarded primarily to underrepresented students in STEM. Awarded by the LSAMP program through Georgia Tech.

April 2020 — **Generation Google Scholarship**
Awarded by Google for accomplishment in Computer Science. More info here.

Nov 2019 — **Cisco Enterprise Scholarship**
Awarded a Cisco Enterprise Business Group Scholarship through a program in Georgia Tech's College of Computing.

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