# **NICK WALKER**

B.S.A. Computer Science, May 2018

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GPA: 3.9, Major: 3.86

#### Education

May 2018

#### The University of Texas at Austin

- · B.S.A., Honors in Computer Science
  - Selected courses: Reinforcement Learning, Artificial Intelligence, Neural Networks, Computer Vision, Computational Linguistics, Autonomous Intelligent Robotics, Robot Learning, Human Robot Interaction, User Research
- · Polymathic Scholar (Interdisciplinary Honors)
  - Thesis field title: Information, Interfaces and Friction
- Bridging Disciplines certificate in **Digital Arts and Media** 
  - Relevant courses: Computer Graphics, Creative Coding, 3D Production

### **Publications**

2017

## Automatic Curriculum Graph Generation for Reinforcement Learning Agents

M. Svetlick, M. Leonetti, J. Sinapov, R. Shah, <u>N. Walker</u>, P. Stone. In *Proceedings of the 31st AAAI Conference on Artificial Intelligence*. San Francisco, February 2017

• Contributed empirical evaluations, experiments, writing, and feedback on the core algorithm. Co-presented with Rishi Shah

2017

## Wearable Ear EEG for Brain Interfacing and Monitoring

- E. Schroeder, <u>N. Walker</u>, A. Danko. In *Proceedings of SPIE*. San Francisco, February 2017
- Contributed empirical evaluations, experiment design, embedded software, experimental software

#### **Research Affiliations**

2017-

#### Austin Villa@Home - UT Austin

PIs: P. Stone, L. Sentis, S. Niekum, A. Thomaz, R. Mooney. Supervisor: Justin Hart RoboCup@Home DSPL Team, Toyota HSR

2015-

# Building Wide Intelligence Project - UT Computer Science AI Lab

PI: Peter Stone. Supervisors: Matteo Leonetti, Jivko Sinapov, Justin Hart Custom Segbot service robotics research platform

# **Current Projects**

Transfer learning for multi-modal object exploration

- Working with data collected on HSR, Baxter and BWIBot
- Aims to speed up learning by leveraging data collected on different platforms

Intelligent idle behaviors for improved interaction with a robot arm

- Evaluating idle behaviors to use when robot needs to pause during interaction
- · Aims to increase user engagement and increase robot's perceieved intelligence

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## **Work Experience**

Summer 2017 UT Computer Science AI Lab – TIDES Fellow

- Wrote software for Austin Villa@Home RoboCup team
- Team placed 3rd in the Domestic Standard Platform League

Summer 2016 USAA – Research Engineer Intern

- Developed experimental brain computer interface software and hardware
- Work contributed to SPIE conference publication

2015 – Freshman Research Initiative – Peer Mentor

- Familiarized students with the Building Wide Intelligence Segbot platform
- · Helped new mentors interested in reinforcement learning begin their research

Summer 2015 USAA – Research Engineer Intern

- Evaluated natural language software vendors to inform large business decision
- · Coinventor on two provisional patent applications

Skills

- Research experience with robotics and AI (ROS, reinforcement learning)
- Experienced with Python and Java
- Experienced with iOS development (Swift)
- Proficient in embedded development (C, C++)
- Exposure to web technologies (Typescript, SCSS, HTML)

Recognition

2017-2018	Angus G. and Erna Pearson Endowed Undergraduate Scholarship – UTCS
2017	TIDES Summer Fellowship - Texas Institute for Discovery Education in Science
2016-	College Scholar - UT College of Natural Sciences
2015-	University Honors List - UT Austin
2014-	College of Natural Sciences Scholarship
2014-	Dr. Charles and Mary Love Bailey Scholarship - Texas Exes
2014-	Hispanic Faculty/Staff Association Scholarship - Texas Exes

## Leadership

2015–2017 **Mobile Application Development (student org.)** – Labs Director, iOS Instructor

- · Lead teams of student developers working on pro-bono projects
- · Shipped major updates to the CS department's app
- Lead teams to develop apps for MADcon, a free developer conference
- Taught introductory iOS development workshops on a weekly basis

Social Media

Interests

· Classical violin · Photography · Fencing · Type design