

SKANDA VAIDYANATH

Staff Research Scientist, Riot Games AI Accelerator

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in [skanda-vaidyanath](#)

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EDUCATION

M.S. Computer Science A.I. Track

Stanford University

📅 Sep 2021 – Present

- CGPA: 4.06/4

B.E. (Hons.) Computer Science with a Minor in Data Science

BITS Pilani, Hyderabad Campus

📅 June 2016 – May 2020

- Class valedictorian.
- CGPA: 9.93/10, Major CGPA (only CS courses): 10.00/10

RECENT EXPERIENCE

Staff Research Scientist

Riot Games AI Accelerator

📅 Jul 2023 – Present

📍 Redwood City, California

- Conducting research on multi-agent RL and game theory for gaming applications.

Research Engineer Intern

Google DeepMind

📅 Jun 2022 – Sep 2022

📍 Mountain View, California

- Advised by Dr. Xinghua Lou and Dr. Dileep George
- Developed a benchmark to test long-term planning capabilities of SoTA RL algorithms and planners.

Graduate Researcher

Stanford University

📅 Sep 2021 – Present

📍 Stanford, California

- Advised by Prof. Stefano Ermon and Prof. Dorsa Sadigh
- Worked on developing self-supervised models for satellite images, language-conditioned imitation learning and multi-agent reinforcement learning

Research Intern

Microsoft Research

📅 Dec 2020 – July 2021

📍 Bangalore, India

- Advised by Dr. Sriram Rajamani
- Used program synthesis techniques to generate code from multi-modal user input using large language models like GPT-3 and Codex.

Research Intern

Max Planck Institute for Informatics

📅 Aug 2019 – May 2020

📍 Saarbrücken, Germany

- Advised by Dr. Andrew Yates and Dr. Paramita Mirza
- Worked on fine-tuning LLMs with RL for information retrieval applications.

AWARDS, HONORS



BITS Hyderabad Merit Scholarship for finishing in the top 1% of my graduating class every semester



IUSSTF-Viterbi Scholar 2019. I was one out of fifteen students chosen from India for the programme.



Max Planck Institute for Informatics 2019 Research Scholar Fellowship

SELECT PUBLICATIONS

- Akash Velu^{*}, **Skanda Vaidyanath**^{*}, Dilip Arumugam. Hindsight-DICE: Stable Credit Assignment for Deep Reinforcement Learning. [\[pdf\]](#)
- Divyansh Garg^{*}, **Skanda Vaidyanath**^{*}, Kuno Kim, Jiaming Song, Stefano Ermon. LISA: Learning Interpretable Skill Abstractions from Language. *NeurIPS 2022* [\[pdf\]](#) [\[website\]](#)
- Naman Jain, **Skanda Vaidyanath**, Arun Iyer, Nagarajan Natarajan, Suresh Parthasarathy, Sriram Rajamani, Rahul Sharma. Jigsaw: Large Language Models meet Program Synthesis. *ICSE 2022* [\[pdf\]](#)[\[blog\]](#)

SELECT COURSEWORK

Meta-Learning

PGMs

RL

CV

Convex Optimization

Information Retrieval

Interactive Robotics

NLP

ACTIVITIES

- Course Assistant, Deep Learning: CS230 Autumn 2022, Spring 2023
- Course Assistant, Artificial Intelligence: CS221 Spring 2022
- Course Assistant, Reinforcement Learning: CS234 Winter 2022, Winter 2023
- Research With Impact, SGSI 2021, Stanford University [\[link\]](#)
- Leadership Labs, SGSI 2020, Stanford University [\[link\]](#)

SKILLS

Python

C/C++

Pytorch

Tensorflow

JAX

Distributed Computing