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WILLIAM WHITNEY

education

Ph.D, Computer Science, New York University, 2016 – present.
M.Eng., Computer Science, Massachusetts Institute of Technology, 2016.
Thesis: *Disentangled Representations in Neural Models*.
S.B., Computer Science, Massachusetts Institute of Technology, 2013.

publications

William F. Whitney and Rob Fergus. Disentangling video with independent prediction. In *Learning Disentangled Representations: from Perception to Control* at NIPS'17. 2017.

Mikael Henaff, William F. Whitney, and Yann LeCun. Model-based planning in discrete action spaces. *arXiv preprint arXiv:1705.07177*, 2017.

Vlad Firoiu, William F. Whitney, and Joshua B. Tenenbaum. Beating the world's best at Super Smash Bros. with deep reinforcement learning. *arXiv preprint arXiv:1702.06230*, 2017.

William F. Whitney, Michael Chang, Tejas Kulkarni, and Joshua B. Tenenbaum. Understanding visual concepts with continuation learning. In *International Conference on Learning Representations, Workshop Track*, 2016.

William F. Whitney. Disentangled Representations in Neural Models. Master's thesis, Massachusetts Institute of Technology, 2016.

Tejas D. Kulkarni*, William F. Whitney*, Pushmeet Kohli, and Joshua B. Tenenbaum. Deep convolutional inverse graphics network. In *Advances in Neural Information Processing Systems*, pages 2539–2547, 2015.

Spotlight presentation given by William Whitney. *Equal contribution.

projects

Hydrogen, a tool for interactive programming in the Atom editor.
Downloaded >270,000 times and now maintained by an open-source team.

employment

Intern, Facebook AI Research. 2016.
Founder, Moonshot Labs. 2013 – 2014.
Y Combinator-funded company focusing on speech transcription and search on mobile.

awards

NYU McCracken Fellowship, 2016 – 2021.
MIT Patrick J. McGovern Entrepreneurship Award, 2013.