

# Nicholas A. Gorski

San Francisco, CA

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**Summary:** Ph.D. in computer science emphasizing machine learning; experienced software developer.

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## PROFESSIONAL EXPERIENCE

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- TellApart, Inc., Software Engineer**, Burlingame, CA 2011-Present  
Developed predictive models for production real time bidding system, including end-to-end training, evaluation, and validation pipeline. Responsible for complete development from conception to implementation.
- University of Michigan, Graduate Student Research Assistant**, Ann Arbor, MI 2005-2011  
Topics investigated include: learning to use memory, transfer learning, biologically-inspired cognitive architecture, emotion detection in voice
- University of Michigan, Graduate Student Instructor**, Ann Arbor, MI Fall 2008 & Fall 2007
- Advanced C++ and Object Oriented Programming (EECS 381)  
C++ fundamentals, STL, inheritance, RTTI, design, OOP, idioms & patterns
  - Computer Game Design (EECS 494)  
Conceptualization, specification, design, implementation, playtesting & evaluation
- Creative Solutions, Programmer**, Dexter, MI 2002-2004
- Pfizer Global R&D, Cancer Pharmacology Intern**, Ann Arbor, MI 2001
- National Instruments, Software Engineering Intern**, Austin, TX 2000

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## RELEVANT KNOWLEDGE

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### Fields

Machine learning	Developed real-time bidding production models, graduate education in ML theory
MapReduce framework	Implemented MapReduce classifiers, used Hadoop to support big data analysis
Reinforcement learning	Implemented variety of RL algorithms; well-versed in RL theory; subject of thesis
Software design	Designed proprietary industry ML systems and parallelized research framework

### Programming Languages

Fluent	Python, C++, C, Soar
Past experience	ACT-R, Assembly, Java, LabView, Lisp, Matlab, Prolog

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## EDUCATION

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- University of Michigan, Ann Arbor, MI**
- Ph.D. Computer Science and Engineering 2012  
Sub-plan: Artificial Intelligence  
Thesis: *Learning to Use Memory*. Determines empirical bounds on how online reinforcement learning agents learn to use memory models, with implications for reinforcement learning and cognitive science.
- M.S.E. Computer Science and Engineering 2006
- B.S.E. Computer Engineering, Magna Cum Laude 2002

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## PUBLICATIONS

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Available at: <http://www.eecs.umich.edu/~ngorski/publications.html>