Keiran Paster

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EMPLOYMENT

Berkeley Artificial Intelligence Research Lab *Undergraduate Researcher* 2017
- Working on deep reinforcement learning for Starcraft II under Pieter Abbeel.
- Exploring techniques that enable agents to adapt quickly to new opponent strategies.

Google *Software Engineering Intern* 2017
- Integrated Gmail Ads data into a MapReduce pipeline that generates terabytes of clean training data by combining data from multiple sources.
- Helped with the development of several internal tools, including a Gmail Ads serving stack diagnostic tool, a user model viewer and editor, and a visual user event inspector.

FrackOptima *Software Engineer* 2016 - Present
- Working with Python frameworks such as PyQt and OpenGL to do computer fracking simulations.

EDUCATION

UC Berkeley *Pursuing Degree in Electrical Engineering and Computer Science (Graduating 2019)* Technical GPA: 4.0
Course Work: The Structure and Interpretation of Computer Programs, Data Structures and Algorithms, Designing Information Devices and Systems I, II, Social Implications of Computer Technology, Discrete Math and Probability, Linear Algebra, Artificial Intelligence, Machine Structures, Optimization Models in Engineering, Machine Learning *HKN Member*

SKILLS

Programming Languages
Proficient in Python, Javascript / Node.js, Java, C, and C++. Experienced with SQL, C#, Objective-C, Swift, and PHP.

LEADERSHIP

Virtual Reality At Berkeley *Director of Resources, Augmented Reality Interfaces Researcher* 2015 - Present
- Working with a team to create an intuitive command system for drones in Unity using Microsoft HoloLens.
- Leading a team to create augmented interfaces for Nerf Guns.

Computer Science Club *Founder, Java Teacher, President* 2014 - 2015
- Taught the AP Computer Science curriculum to students at my high school.

FRC Robotics Team 980 *Controls Team Leader* 2012 - 2014
- Lead the team responsible for designing the controls systems for two competition robots.
- Designed and created an inexpensive driving system using PID and automatic gear shifting.
- Won the LA Regional Creativity Award (2013) and was an LA Regional Finalist (2014).

PROJECTS

VR Bot *Slack Bot for Virtual Reality at Berkeley* 2016
- Designed a framework for chatbots in Node.js. Made a bot which helps check out club resources and answers questions about their availability.

MobileNexus *Game Stats Widget* 2015
- Created iOS and Android widget for checking live League of Legends stats while in-game.
- Made the backend with mySQL and PHP.
- Created new metrics for measuring skill and ran experiments to figure out if they were statistically significant.

Word Thief *Competitive Word-Based MMO* 2014
- Created a matchmaking algorithm similar to bubble sort that sorts players by skill while retaining familiarity.
- Crafted an algorithm for unscrambling words using prime numbers.

Quizlet for Pebble *Flash Cards on Pebble* 2014
- Created a Quizlet client for Pebble using the Quizlet API that has over 4,500 downloads.

INTERESTS

Interested in AI, Machine Learning, Math, Virtual Reality, Ping Pong, Music, and Anime.