

# Connor YATES

## CONTACT INFORMATION

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## EDUCATION

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### **Oregon State University**

Graduation Date

Honors Bachelor of Science in Computer Science, College of Engineering and Honors College, 3.84 GPA

*Corvallis, Oregon*

June, 2017

## SKILLS AND INTERESTS

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- In-depth knowledge of GNU/Linux, Python, C, and C++
- Working knowledge of Git, L<sup>A</sup>T<sub>E</sub>X, and POSIX
- Experience with neural networks, machine learning, and reinforcement learning techniques.

## WORK EXPERIENCE

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### *Autonomous Agents and Distributed Intelligence Laboratory*

#### **Undergraduate Research Assistant**

Corvallis, Oregon

Winter 2015 – Current

- Collaborated with other student researchers from around the country on novel research on incorporating others' intent into the perceived decision-making state
- Researched methods for reinforcement learning in tightly coupled multiagent domains
- Created optimal control policies through a combination of standard neuro-evolutionary methods and hierarchical decision making

### *OSU Department of Electrical Engineering and Computer Science*

#### **Undergraduate Teaching Assistant**

Corvallis, Oregon

Fall 2014 – Spring 2016

- Helped teach the introductory Computer Science series, CS 160, 161, and 162, at Oregon State University
- Worked in teams of 3 Teaching Assistants to lead laboratory sessions
- Held office hours to help students learn programming concepts and solve homework problems
- Graded students' programming assignments

### *Chick Tech*

#### **Workshop Volunteer**

Corvallis, Oregon

**Volunteer**

Summer 2014, Fall 2015

- Developed a curriculum for a weekend workshop on game development with a team of volunteers
- Taught the weekend workshop to high school girls to encourage their interest in STEM fields

### *OSU CARVE Lab*

#### **Simulation Developer**

Corvallis, Oregon

**Volunteer**

Spring 2014 – Fall 2014

- Worked with a team of psychologists to create virtually simulated testing environments for experiments
- Designed, programmed, and debugged a testing environment to the standards of the experiment design
- Created virtual testing environments using Python and the Vizard Virtual Reality libraries for Spectroscopic Head-Mounted Displays Simulations

## ACHIEVEMENTS AND AWARDS

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Charis Initiative Scholarship  
Alan McCullough Scholarship  
OSU Academic Achievement Award  
Leo Adler Scholarship

Rhodes Brothers Scholarship  
OSU Dean's Engineering Scholarship  
OSU Computer Science Scholarship  
Oregon State Honor Roll