

Work Experience

Note: Previous summer internship canceled due to COVID-19

- **Applied Research Laboratories** Austin, TX
Machine Learning Researcher May 2019-Present
 - Wrote and tested end-to-end robotics simulation pipeline for inverse reinforcement learning
 - Applied pytorch, tensorflow, and state-of-the-art deep learning methods
 - Working in robotics laboratory to allow nontechnical user to express intentions to robots
 - Preparing publication on preference-based online-feedback IRL
- **The Fat Flying Bread Brand** Austin, TX
Web Developer Sep 2017-Jul 2018
 - Implemented frontend and backend for eCommerce platform in highly collaborative team
- **Flamingo Automotive** Austin, TX
Mechanic's Assistant Oct 2017-May 2018
 - Communicated technical material to customers and gained engineering experience

Publications

- Brown, Daniel S., **Russell Coleman**, Ravi Srinivasan, and Scott Niekum. "Safe Imitation Learning via Fast Bayesian Reward Inference from Preferences." arXiv preprint arXiv:2002.09089 (2020). *Published in the 37th International Conference on Machine Learning (ICML)*

Education

- **The University of Texas at Austin** CS 2022, Math 2021
B.S. Computer Science, Turing Scholars Honors Program, B.S. Mathematics
 - GPA 3.94 overall, 4.0 in CS courses
 - Full-ride merit-based scholarship

Organizations

- **HSCS** Co-founder
Annual end-of-year competition to teach computer science and mathematics April 2017-Present
 - Designing challenging problems and end-to-end application for high schoolers to develop code

Projects

- **whirlwind**
System for reducing call-center failure during natural disasters, at HackMIT 2019
 - State-of-the-art NLP models allow clustering based on call transcripts
 - Automatic text summarization and heatmap provides information to first-responders
- **copykey**
3D-prints a physical key from image or short video with computer vision
 - Extracts information about key shape and automatically generates file ready to print
 - Uses OpenSCAD for automated generation of CAD files
- **photon**
Meshless ray tracer from scratch in C++
 - Efficiently renders 3D objects and environments in images and animations
 - Experience with agile development practices and regular scrum meetings

Interests / Skills

- **Languages:** Python, Java, C++/#, Javascript, PHP, Matlab, HTML/CSS, Go, L^AT_EX
- **Frameworks:** PyTorch, Numpy, OpenCV, TensorFlow, Flask, Node, Spark, OpenAI Gym
- **Interests:** (Inverse) Reinforcement learning, Backend Development, Machine Learning, OS